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Visiting "Aunt Kathy"



Succumbing to Fear
One clown not to be laughed at

Klingons in the Delta Quadrant
On a spiritual quest for the Kuvah'Magh

Genetic extrapolation
Determining fresh appearances

Lokirrim Patrol Ship: Interior
On the hunt for holograms

Veridian III
Soran's base of operations



Kes's Shuttle takes aim
Setting course for the U.S.S. VOYAGER

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THE OFFICIAL STAR TREK® FACT FILES



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STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4

CARD 6A



STAR SYSTEMS

AMBASSADORS TO NIMBUS III

The triumvirate of envoys to the Planet of Galactic Peace appear to be doomed to a dead-end job on an inconsequential world. Instead, they become key figures in a madman's quest for a mythical paradise.

The colony of **Nimbus III**, established in 2268, is a unique experiment for that period – the first joint venture between the three great Galactic superpowers; the **Klingon Empire**, the **Romulan Star Empire**, and the **United Federation of Planets**. Despite the suspicion and mutual distrust with which these three alliances regard each other, each power agrees to send a delegation of colonists and a supervising ambassador to the optimistically-nicknamed **Planet of Galactic Peace**, which lies in a remote corner of the **Neutral Zone**.

Failed social experiment

Despite the best of intentions, the noble experiment of the settlement fails, with the structured and integrated colony collapsing almost immediately in a flurry of violence and paranoia. The citizens of Nimbus III are forbidden by treaty to own weapons, but this law is observed for a short time only, and weapons of all kinds are soon created from existing materials, or smuggled in. A series of accidents leads to accusations of direct sabotage, then to outbreaks of assaults and fatalities among the colonial factions. The settlement rapidly deteriorates into a frontier scene eerily reminiscent of the days of the American Wild West, with only one major town – the ironically

named **Paradise City** – possessing anything like a semblance of law, and that only because it is the official residence of all three ambassadors.

Envoys to Nowhere

If not for one seminal event in 2287, the Planet of Galactic Peace may well fade ignominiously into history as merely a curious failed experiment. The unique fact that representatives from all three superpowers are present in one location, however, offers a misguided visionary with an irresistible opportunity to make them unwilling allies in his quest.

At this time, the Ambassadors to Nimbus III are: **St. John Talbot**, from the United Federation of Planets, a middle-aged man with a distinct British accent, foppish manners, and the remains of a faded decadence. His indolent charm conceals only fleetingly a bitterness and cynicism which he attributes to his posting on the backwater of Nimbus III. Clearly he considers himself destined for, and entitled to, better things, but closer examination of his attitude indicates that he may be confusing cause and effect. His innate laziness, and his infallible talent for antagonizing and patronizing people, are probably what gained him the dead-end assignment to begin with.

General Korrd is the delegate from the Klingon Empire; he is a noted

strategist and tactician, whose achievements are held in such high regard, even by his enemies, that they are required reading at **Starfleet Academy**. Korrd is, by 2287, a bloated, apathetic parody of his former self. Having fallen out of favor with the **Klingon High Command** for reasons that remain undisclosed, he proves an embarrassment that cannot honorably be removed. The Klingon High Council's solution is to appoint him as special envoy to Nimbus III, where he sinks into depression, becomes an habitual drunkard, and so dulls his warrior's instincts that he can shamefully allow himself to be taken captive.

The newest appointee to Nimbus III in 2287, following the demise of her



▲ **St. John Talbot, Caithlin Dar, and General Korrd represent their respective governments on Nimbus III.**



▲ **The three ambassadors convene in the back room of a seedy bar. St. John Talbot and Korrd are willing to do little more than drink and lament their position.**

DELUDED VISIONARY

Looking for God

The ambassadors to Nimbus III become willing pawns in the scheme of **Sybok**, an evangelical man intent on finding **Sha Ka Ree**, the ancient Vulcan paradise from which, in mythology, all life is said to originate.

At first held hostage by **Sybok**, the three consuls convert to his cause upon being exposed to his telepathic powers. After a successful rescue attempt by **Starfleet** forces led by **Captain James T. Kirk**, it is the unexpected treachery of the ambassadors that turns the tide back in favor of **Sybok's** band; **General Korrd** himself raises a disruptor to **Kirk**, forcing him to surrender to the rag-tag force.

▼ **Sybok wields a considerable amount of control over the ambassadors to Nimbus III.**



General Korrd is held in high regard by many people, including Captain James T. Kirk. The Klingon High Council have little use for the aged and drunken officer, however, and he is barely a shadow of his former self.



The Guide to the STAR TREK Galaxy

FILE 4 CARD 6A

AMBASSADORS TO NIMBUS III



Caithlin Dar is an idealistic young bureaucrat. She hopes to revive Nimbus III's fortunes.



Sybok is successful in persuading all three ambassadors to join his quest to find Sha Ka Ree, despite the fact that he captures them during a violent attack on Paradise City in 2287.

predecessor, is **Caithlin Dar** of the Romulan Star Empire. A young woman, appearing to be barely into her twenties, she is vibrant and optimistic. Despite the fact that the colony has by this time been a failure for two decades, she believes in the ideal of the Planet of Galactic Peace, and is determined to make it work. She is disgusted with the indolence and apathy of her colleagues, and her only response to Talbot's comments about the futility of her mission is that she has clearly arrived "just in time."

Sudden turn of events

Those words are barely out of Dar's mouth when the ambassadorial conference room – the back room of a sleazy bar in Paradise City – is invaded by the **Vulcan** zealot **Sybok** and his

band of followers, and all three envoys are taken hostage.

Possessed of the delusion that he is being summoned by a god-like being to **Sha Ka Ree** – the ancient mythological Vulcan paradise – Sybok has been gathering followers for several years. He gains adherents to his cause amongst the dispossessed, the hopeless, and the despairing by means of his own considerable telepathic skills, and his keen empathy with humanoid emotions, which enables him to effectively brainwash the overwhelming majority of people he targets.

The disillusioned Talbot, inexperienced Dar, and drunken Korrd prove no challenge to Sybok's

powers, and by the time rescue missions are mounted, all three ambassadors are willing collaborators. When the Federation's rescue proves successful, and Sybok's forces are overwhelmed, it is the unexpected treachery of the ambassadors that enables Sybok to turn the tide, and hijack the **U.S.S. Enterprise NCC-1701-A** to take him through the **Great Barrier** at the center of the Galaxy, an energy field previously thought

impenetrable.

En route to the center of the Galaxy, each of the ambassadors appears to undergo an awakening of sorts. Korrd and Talbot both sober up, the former assuming more of his military bearing, and the latter shedding his seedy and disreputable aspect. Dar, in her turn assumes an aspect of greater maturity and serenity that enhances her already considerable beauty – an aspect that is not lost on St. John Talbot.

Lost cause

Ultimately, Sybok's quest ends tragically; although the Great Barrier is successfully breached by the *Enterprise* and a pursuing **Klingon Bird-of-Prey**, the world Sybok calls Sha Ka Ree proves to be a barren wasteland even less appealing than Nimbus III, with only one inhabitant. A powerful and malevolent energy-being has long been imprisoned there, and seeks to use the *Enterprise* as its means of escape. Sybok, realizing his folly, sacrifices himself to allow the *Enterprise* crew to escape, but disaster is ultimately averted by Korrd, who uses his superiority to

GALAXY FACTS

General Korrd allows Caithlin Dar to believe that he does not understand her language when she arrives on Nimbus III. His only reply is a loud belch, an effect of the liquor he consumes in large quantities.

All three ambassadors wish to join Sybok on his exploration of Sha Ka Ree upon arriving at the planet, but they are deterred by Captain James T. Kirk.

displace **Captain Klaa** as commander of the *Bird-of-Prey* in favor of **Captain Spock**, who launches a devastating attack upon the energy-being.

New hope

Upon being released from Sybok's power, the three ambassadors reflect that, although they were coerced into being members of Sybok's band, the experience has not been entirely negative – it has given them sufficient insights into their own character to gain a new purpose and strength. They resolve that even though Nimbus III may be regarded as a dead-end assignment, they will return with renewed determination to fulfill the original ideals of the colony's vision.

The ambassadors quietly gaze upon the mysterious world of Sha Ka Ree from the relative safety of the **U.S.S. ENTERPRISE NCC-1701-A**, little realizing the dangers that lurk on the planet.



BRAVE NEW WORLD

Failed paradise

The planet of Nimbus III is an unlikely setting for the first joint venture between three great super-powers. An inhospitable desert world, offering scant mineral resources and no other exploitable features, it may have been chosen specifically for its remote location and general unimportance; if the cultural experiment failed, a cynic might reason, who would notice?

Unsupported by the parent governments, and assigned as consuls only those politicians who are regarded as either burned-out and useless, or idealistically naïve, the official colony rapidly fails, and the planet becomes a lawless frontier, with only one settlement of any size – Paradise City, a fortress of stone and sand. Dissolute and abandoned, Nimbus III would certainly be forgotten by history save for the fact that Sybok uses the presence of the three consuls as a catalyst to bring a starship to the planet, and enables him to set off on his quest for Sha Ka Ree.



Paradise City is the failed settlement of a disastrous social experiment between three of the Galaxy's most important powers.



STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 32

VERIDIAN III



STAR SYSTEMS

Veridian III is an unremarkable, uninhabited world with little claim to fame — until the insane El-Aurian Dr. Tolian Soran makes it the platform for a cold-blooded attempt to achieve his lifelong dream.

Veridian III appears to be an average **Class-M** planet orbiting an ordinary star. It supports no indigenous sentient life, and has not been settled or claimed by any of the **Alpha Quadrant** powers. There is little to distinguish it from thousands of other planets across the Galaxy — until, in 2371, it becomes a battleground with stakes including 230 million lives.

The world is Earth-like in many ways, with a similar mix of climates and surface conditions. Tall forests nestle amongst bodies of water, mountains rise beyond desert plains. The sky is a brilliant blue and adrift with wispy white clouds, again much like Earth on a summer day. There is little evidence of local fauna, though the variety of conditions suggest it must exist, especially in the more

temperate regions.

The planet's large tracts of desert landscape are particularly spectacular. The parched red-brown plains stretch for hundreds of miles under the scorching sun. Mountains and rocky peaks of varying heights and shapes rise out of the ground. Little vegetation is able to grow in the arid climate, though occasional wilting bushes can be found on top of the peaks.

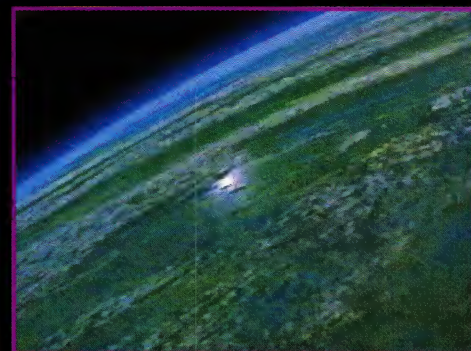
Key location

Veridian III occupies a pivotal role in the incredible plan hatched by the **El-Aurian** scientist known as **Tolian Soran**. It has been his life's goal to return to the **Nexus**, a mysterious conflux of energy in which one experiences absolute joy and contentment. He was once swept into it for a brief period before being

ripped away by a **transporter** beam.

Soran goes to incredible lengths to fulfill his obsession. Vessels that approach the energy ribbon are either destroyed or badly damaged — to avoid this he intends to alter the gravitational forces of the sector through which the **Nexus** is passing by detonating two stars in close proximity. This will change the course of the **Nexus** to intercept a **Class-M** planet.

Veridian III is that planet. Soran chooses it because it fits the projected course, and it is a sufficient distance from its sun that the enormous shockwave



▲ From orbit Veridian III, although uninhabited, is a planet that is thriving. There are large bodies of water, and a varied landscape with towering mountains and lush green areas of forest.



▲ The barren mountains provide the perfect setting for Tolian Soran's plan to re-enter the **Nexus**. This area differs vastly to the neighboring forests, which cradle the **U.S.S. ENTERPRISE NCC-1701-D's** landing.

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GREEN ALTERNATIVE

Soft landing

Veridian III's biosphere is very diverse. Parts of the planet are covered in a dense forest growth. This thick corridor of green is bordered on either side by what appear to be mountain ranges, with a number of large lakes also forming part of the terrain.

The saucer section of the **U.S.S. Enterprise NCC-1701-D** cuts a huge swathe through this greenery when it makes a crash landing on Veridian III in 2371 following a vicious battle with a **Klingon Bird-of-Prey**. It finally comes to a rest in the valley, leaving a trail of devastation behind it. The ecological damage is unfortunate, but unavoidable.



▲ The **ENTERPRISE** has no choice but to crashland in the lush forest area.



◀ The landscape is damaged considerably, but will grow back given time.

Planet	Veridian III
Class	M
Quadrant	Alpha
System	Veridian
Surface	Earth-like, with lush green forest expanses, barren mountainous areas, and large bodies of water.
Life Forms	Uninhabited by humanoids, but indigenous avian and plant life forms.
Climate	Temperate climate: bright, blue skies with scattered clouds.
Important Features	The location of Veridian III is crucial to Soran's plan to re-enter the Nexus .
Starship Log	STAR TREK GENERATIONS



The Guide to the STAR TREK Galaxy

FILE 4 CARD 32

VERIDIAN III



▶ The peak Soran chooses to fire the probe from gives him the best view to see the approaching Nexus.



▶ Huge red-brown boulders litter the barren parts of the landscape of Veridian III.

produced by its implosion will not be able to outrun the Nexus. He sets up a site in the desert plains to mount and fire the **trilithium probe** that will destroy the sun.

The compound is constructed between several high mountain peaks. The natural formations are supplemented by flat metal platforms built on a network of girders. Some of these are built flush next to the peaks, others stand alone. The different levels and work areas are linked by metal gantries, ladders, and steps.

Some of the platforms provide a flat storage surface so that Soran does not have to continually return to ground level. These accommodate a large number of blue containers full of supplies. Their exact contents are unknown, but it is probable that they

contain many of the parts the El-Aurian needed to construct the camp and the probe launching mechanism. This region of Veridian III offers precious little in the way of food and water, so food or a replicator must also be part of the manifest.

Setting up camp

The centerpiece of the camp is the probe platform. It is about 25 feet square, and built in a clearing between two summits. The trilithium probe aimed at the Veridian sun occupies the deck, protected by a **cloaking device** that the ever-cautious Soran controls with a handheld **PADD**. A secondary control area is placed away from this launch platform. It is enclosed by wire mesh and accessed via a ladder. The computer console set up within can be used by Soran to

monitor such factors as the trajectory of the Nexus.

The entire compound is surrounded by a 50 gigawatt force field that reaches about 40 feet into the air. It is visible only when people or objects come into contact with it, and it is powerful enough to knock a human being to the ground. The shield follows the contours of the rock surface, so not every hole in the rocks is automatically sealed.

Veridian III is pulverized in 2371 when **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D** is unable to prevent Soran from executing his terrible plan. The shockwave from the destroyed star travels through the system, obliterating its satellite, planets and everything else in its path. The **Starfleet** captain is fortunately plucked into the Nexus

▶ The green, lush areas of Veridian III provide the crew of the **ENTERPRISE** with a suitable landing site.



along with Soran, where he wins a second chance to avert the catastrophe.

Second chance

This time he has help in the form of another captain of a starship *Enterprise* drawn into the Nexus: **James T. Kirk**. Picard activates the locking clamps on Soran's rocket just before it fires, and the entire compound is destroyed in the resulting explosion. Soran is killed, and Veridian III and its siblings are spared

▶ The desert landscape presents a treacherous yet beautiful and mesmerizing view.



GALAXY FACTS

▶ Shipboard sensors are unable to penetrate the interference in the atmosphere of Veridian III, rendering life signs on the surface indistinguishable.

▶ Only two of the four planets in the Veridian system are Class-M worlds.

his insanity.

Veridian III may have sunk into obscurity once more, but for a particularly sad occurrence. Captain Kirk perishes in the struggle with Soran, and the Class-M planet becomes the burial site of one of Starfleet's most famous captains. He is laid to rest at the summit of a rocky peak – ensuring that Veridian III will be marked on the **Federation** map forever.



▶ Captain Jean-Luc Picard buries Captain James T. Kirk on top of one of the many mountains on Veridian III.

VERIDIAN IV

Global killer

Veridian III is not the only habitable planet in the system. Veridian IV is another Class-M world, but one that has given rise to a pre-industrial humanoid society comprising some 230 million people. Soran's zealousness means he cares nothing that this civilization will be entirely wiped out by the detonation of the Veridian star. Veridian IV is indeed destroyed along with Veridian III and the rest of the system, but the gross act of genocide is undone through the heroic combined actions of Captain Kirk and Picard.

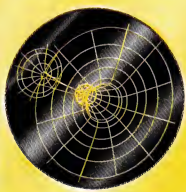
▶ Captain Picard and Data manage to deduce what Soran's plan is by using the technology in stellar cartography.



▶ The destruction of the Veridian sun will be responsible for the total destruction of Veridian IV. This will cause the genocide of 230 million people.



▶ Soran's obsession with returning to the Nexus leads him to this system and planet. He has little regard for the unbelievable damage he is going to cause.



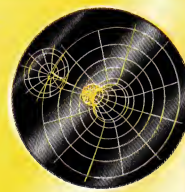
SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 36

THE VOID



SPACE
PHENOMENA

This Sargasso Sea of space is an astral phenomenon that entraps luckless starships, leaving them with three options: succumb to despair, become pirates and prey on weaker victims than themselves, or destroy themselves in an attempt to escape.

In a remote sector of the **Delta Quadrant**, a deadly trap awaits unwary travelers. For most of the time, it is invisible and imperceptible, and 99 ships out of 100 pass through this region of space without incident. But that unfortunate hundredth ship finds itself in the middle of a sudden and inexplicable vortex of incredible power, overwhelming the ship's engines and drawing them into nothing.

The ill-fated wayfarers emerge into **the Void**; a black emptiness containing no planets, no stars, not even the faintest trace of interstellar matter – and no hope for long-term survival. It is roughly nine light-years in diameter, in the shape of an enormous hoop.

Completely encased by an inert and impenetrable layer of **subspace** which prevents both matter and energy from escaping it, there is nothing within its perimeter other than the ships it has trapped via the funnels which periodically, and seemingly randomly, open into normal space, drawing in whatever vessel is in the vicinity.

Space raiders

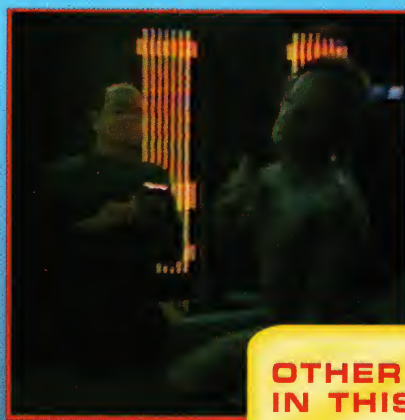
There are no planets from which to gain food, energy, or other resources, and therefore survival becomes the prerogative of the ruthless. Older inhabitants, some of whom have survived several years in this emptiness, resort to piracy – stealing resources from each other in order to prolong their own survival. A favorite tactic, if a new

arrival is detected, is to swoop in while the bewildered crew are still attempting to get their bearings, disable the ship's shields and weapons, and transport any valuable materials while the newcomers are still reeling. Whether the new ship manages to survive its "welcoming committee" is its own concern, but the attackers' objective is not usually to destroy them; if the victims manage to build up their resources, they can be raided again at a later date. Nevertheless, many new arrivals are the target of two or three independent raids at once, and frequently do not live through the first 20 minutes of their imprisonment in the Void, helplessly succumbing to cumulative damage.



◀ The bridge viewscreen shows the **VOYAGER's** inextricable entrapment into the swirling passage that leads to the Void.

▶ **Captain Valen** recognizes a potential technological and strategic ally when he visits the bridge of the **U.S.S. VOYAGER NCC-74656**.



◀ The Doctor discovers that his castaway patient shares his appreciation and ear for music while examining him in the confines of sickbay.

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FANTOME'S OPERA

Virtuosos of the Void

The nomadic mute alien, dubbed "Fantome" by *Voyager's* Doctor, is taught to communicate by means of musical notations entered onto a Personal Access Display Device. He, and other members of his highly intelligent species, develop a spoken language in the form of patterns so pleasant to the human ear that it is difficult to recall that they are conversations, rather than compositions. The Doctor can interpret these sounds, thus establishing communication. Fantome's people decline *Voyager's* offer of escape, saying that they prefer to remain in the Void, though how the species could have evolved there remains a mystery.

▶ **Fantome's people** beam onto hostile ships to sabotage them.



▶ **Fantome** proves to be highly adaptable and receptive to the Doctor's tutorials in PADD assisted verbal conversation.

▶ The **PADDs** allow the Void nomads their first chance to communicate aloud in musical tones.



▶ **VOYAGER's first attempt to escape results in the ship being catapulted back into the Void, and an alarming depletion of energy.**



▶ **A figure of the Void is displayed in the Astrometrics Lab.**



▶ **A diagram of one of the Void's funnels is examined by the crew.**

If no new arrivals are detected for a while, and supplies are running low, then it becomes a case of survival of the fittest among the veteran campaigners. Violent conflicts ensue, with the crew of the losing ship being exterminated, and the vessel stripped of everything useful. These battles happen with disturbing frequency; although more than 150 ships are detectable in the Void, there are only 29 with any living beings on them.

Culture shock

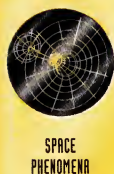
Some new arrivals resist the prevailing culture, attempting either to avoid conflict, or to escape from the Void. Their non-aggressive stance tends to change when they discover that a unique property of the Void causes their energy reserves to drain at approximately 10 times the normal rate. Thus, even the crew of a well-equipped ship rapidly succumbs to desperation and starts cannibalizing their fellow prisoners. Escape attempts only waste resources that might keep them alive longer, depleting their power, and rendering them easy prey.

Surprisingly, there is a species which, if not indigenous to the Void,

▶ **The alliance fends off attack from their hostile Void neighbors.**



▶ **Teamwork builds a shield that carries the alliance out of the Void.**



The Guide to the STAR TREK Galaxy

FILE 5 CARD 36

THE VOID



▶ **A theoretical projection of the funnel section is viewed.**

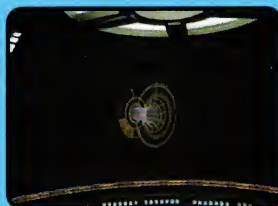


▶ **Seven of Nine explains how the funnel operates.**

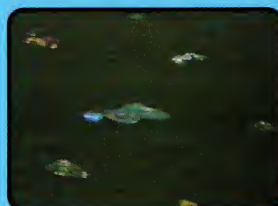
some useful information, and proposes that the two ships join forces to prey on others. **Captain Kathryn Janeway**, adhering to the **Federation Charter**, regardless of circumstances, refuses, and **Valen** warns her that she, too, will eventually forfeit her principles.

No energy to escape

Seven of Nine devises a means of using **Borg** sensors and fractal algorithms to predict where the next funnel will erupt. *Voyager* attempts to escape via this opening, but lacks the power, alone, to do so, and is drawn back into the Void. Their resources depleted, the *Voyager* crew sees only one option; to retrieve their stolen property. They track down the culprits, but discover that they, in turn,



▶ **The Void alliance takes formation in preparation to escape.**



have been the victim of a fatal raid. Scanning the wrecked hull for salvage, an away team discovers one of a mute scavenging race in the wreckage, and takes him on board *Voyager* into the care of the **Doctor**.

The trail of their property leads the *Voyager* crew into conflict with Captain Valen, who has stolen their materials from the original thieves. *Voyager* outguns **Valen's Vessel**, and retrieves what remains of their property, also gaining Valen's open enmity.

Janeway determines to form an alliance among the trapped ships, pooling resources rather than battling each other. After several setbacks – including

GALAXY FACTS

- Other species trapped in the Void include the Nygeans, Jelinians, and Kraylor, all of whom temporarily join Janeway's alliance, and the Kinjal, from whom the murderous Commander Bosaal steals a polaron modulator.
- Communication is initiated with Fantome when he responds to the Doctor's absent-minded humming of an aria from *Rigoletto*, thus establishing that, while Fantome may be mute, his hearing is perfectly functional.

the treachery of one ally, **Commander Bosaal**, who kills the crew of a **Kinjal Frigate** for essential parts – the alliance appears to be on the verge of success. When they are attacked by the marauding forces of Valen and Commander Bosaal, the mute alien – dubbed **Fantome** by the Doctor, with whom he has forged a friendship – and several of his people volunteer to be beamed aboard Valen's and Bosaal's ships in order to disable them.

Voyager and the allied ships escape the Void, but Valen, Bosaal, and the others remain imprisoned, condemned to death by energy exhaustion.

A MATTER OF ALLEGIANCE

Veteran Survivor

Valen and his crew have survived five years in the Void, by attacking and scavenging from other trapped ships. Impressed by *Voyager's* spirited defense, Valen offers Captain Kathryn Janeway an alliance and an exchange of tactical information that will enable them to more efficiently victimize others. Janeway refuses, and Valen leaves with the observation that "Morality won't keep your life-support systems running." Later, Valen forms an alliance with Commander Bosaal, in an unsuccessful attempt to prevent Janeway's alliance from escaping the Void, and allowing further plunder for its vessels.

▶ **Captain Janeway sticks to her guns and the Federation Charter when Valen makes an indecent proposition.**



▶ **The bigoted Commander Bosaal's welcome aboard the U.S.S. VOYAGER NCC-74656 is soon revoked.**



The Guide to the STAR TREK Galaxy

FILE 11

CARD 27



DELTA QUADRANT KLINGONS

The Delta Quadrant Klingons are a 200-strong cult that follow interpretations of ancient scrolls over four generations into the far reaches of the Galaxy waiting for the Kuvah'Magh and the Day of Separation.

Some time in the era immediately before the year 2277 there was a Klingon sect disenchanted with the hostilities between the Klingon Empire and the Federation, and who believed the Empire had lost its way. They came across some ancient scrolls containing prophecies, and believed them to be sacred texts. They related that if the Klingons were to journey far away across the Galaxy they would encounter the being that would lead them to the place that would be the foundation of a new Klingon Empire. The disenchanted sect was more than prepared to follow their belief in the scrolls, and aboard a **D-7 Battle Cruiser** they departed the Klingon homeworld **Qo'noS**.

By **Stardate 54518.2**, four generations of Klingons have lived aboard the vessel, resulting in a contingent of over 200

manning a craft journeying through the **Delta Quadrant**. The journey to and through the Delta Quadrant over the generations has covered 30000 light years, and has been a pilgrimage of extreme hardship and isolation for those aboard. Most of those aboard share a belief in the validity of the scrolls, but their leader **Kohlar** is no longer certain. He has studied them thoroughly, and concedes that he has no way of knowing if they were the work of a genuine visionary, or of a solitary lunatic scribbling in a cave centuries before his great grandfather's sect came across the writings.

Fatalistic vision

All the Klingons aboard their cruiser carry a virus they call the **Nehret**. It is a dormant gene carried within the body only passed to other Klingons. It activates without warning, and always results in death, although not immediately. With typical Klingon

Kohlar announces to T'Pol that the Day of Separation has arrived, and their prophesied savior has been found.



The death of a commander on the generational ship brings prayers to Kahless, and the solemn change-of-command dagger ceremony.

fatalism it is viewed as a curse that strikes down those unlucky enough not to be granted a glorious death in battle.

Devoid of **Alpha Quadrant** contact for decades, the Klingons' first response on seeing the starship **U.S.S. Voyager NCC-74656** is to open fire. Their antiquated **cloaking device**, however, is no match for **Starfleet** technology that has improved immensely

since the cruiser's time, and it can be revealed by a simple **metaphasic scan**. Kohlar is reluctant to surrender, but the **Voyager** is more powerful and able to best their defenses.

Unborn prophet

When Kohlar learns that the Federation and Klingon Empire have made peace, and that the Klingon Starfleet officer **B'Elanna Torres** carries an unborn child, he convinces his



B'Elanna Torres is the answer to the prayers of this group of Klingons.



people that he has located the **Kuvah'Magh**. The strength of the Klingons' faith in both the prophecies and Kohlar's interpretation is such that they are prepared to risk all by destroying their own ship knowing they will be given sanctuary aboard **Voyager**, and therefore be in the vicinity of the Kuvah'Magh.

Kohlar is uncertain about the validity of the prophecies, and believes the best hope of survival

FOOTSTEPS OF A PROPHET

The Kuvah'Magh

The ancient prophecies claim the Kuvah'Magh will be a savior found on the Day of Separation. On that day it will be learned that two warring houses are at peace, and they will know the Kuvah'Magh before she knows the world. The Kuvah'Magh will have noble blood, and her father will be an honorable warrior. Her mother will have been born off the Klingon homeworld and have endured a life of solitude in which she has endured many hardships. Additionally, she will have won a glorious victory against an army of 10000 warriors.

Furthermore, the Kuvah'Magh will have been conceived during the holy month of **Nay'poq**. As soon as they locate the Kuvah'Magh, the Klingons are to cast off the old ways and follow her wherever she may lead. The scrolls further say that the Klingons will follow in the footsteps of the Kuvah'Magh before she has made them.

B'Elanna Torres's child automatically fulfils a significant proportion of the prophecies applied to her, but others require work. It is conceded that all have nobility in their blood if history is traced back far enough, and B'Elanna's contribution to defeating the Borg accounts for her defeat of 10000 warriors.



Lt. Tom Paris accepts the challenge to prove himself an honorable warrior.



B'Elanna musters her Klingon pride.



The Guide to the STAR TREK Galaxy

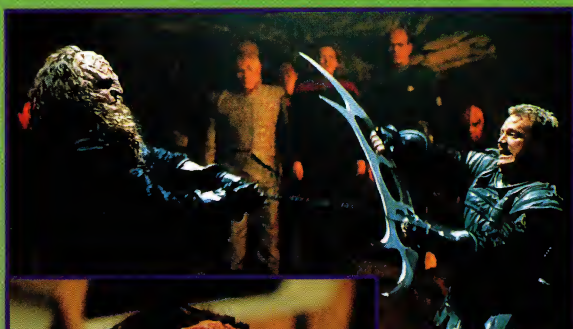
FILE 11

CARD 27

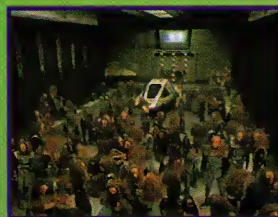


DELTA QUADRANT KLINGONS

T'Greth and Paris fight with blunted bat'leths by the Emperor Mur'Eq's rules of combat; the first warrior to knock his opponent to the ground three times claims victory.



The Nehret is only dangerous to Klingons, and can strike at any time with no warning.



All of the Klingons are transported into a shuttlebay when their ship is destroyed.

Seven of Nine assists in helping find a new planet.

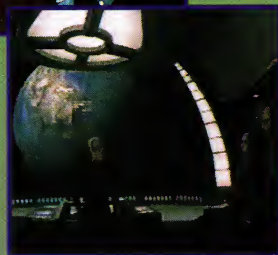
The renegade Klingons are easily neutralized on the bridge.

enthusiasm, and they become more skeptical once they meet B'Elanna and discover that not only is she half human, but the father of her unborn child is human. For them it is too great a leap of faith to believe the Kuvah'Magh will contain less than 50 percent of Klingon blood.

III will

The final splitting of the Klingon factions occurs when it is discovered that both B'Elanna and her unborn child have contracted the Nehret virus. To a rebel group this is proof that they are not in the presence of the Kuvah'Magh, as it would not succumb so easily to disease.

Despite the destruction of the Klingon vessel, the prophecies can still be fulfilled if the Klingons continue their search



The self-righteous T'Greth is willing to kill to prove B'Elanna is not the mother of the Kuvah'Magh.



for his people lies in their fulfillment, so when the opportunity arises he is determined his interpretation should be accepted. He is of the opinion that further journeying would be wasteful, and if his people accept B'Elanna Torres as mother of the Kuvah'Magh she will hold considerable influence over them. This influence could be exerted

by a recommendation that they colonize a suitable planet and begin a new life. As interpreted from the scrolls, the Klingons intentionally destroy their ship in order to be closer to Torres, knowing that the *Voyager* will accept them and offer them safe passage. The consequences of Kohlar's interpretation being rejected could be fatal.

Elements of the ancient prophecies can be applied to B'Elanna Torres, but it takes a greater stretch of faith to match all of them with elements of her life. She has all but rejected the spiritual side of her Klingon heritage, and rejects the idea that the child she carries is a savior. Some among the group's Klingon **Council of Elders** are unconvinced by Kohlar's

GALAXY FACTS

First Officer Chakotay initially objects to Captain Kathryn Janeway's decision to relocate the Klingons to a suitable Delta Quadrant planet, believing they should be allowed to remain on the Voyager if they so desire, because this is the same tactic the Cardassians used against his people, the Maquis. She rebuts that the Klingons are hardy and this is a different situation.

aboard *Voyager*. The Klingons are kept out of Main Engineering and the bridge, but they study controls elsewhere, and discover that while technology may have improved since the days of their forefathers, the means of operating it are not dissimilar to methods learned aboard their former vessel.

When a survey of a possibly suitable planet is being carried out, the rebels seize their opportunity to occupy the **transporter room** and transport most of *Voyager's* crew to the planet surface. Their downfall comes through not being able to wrest control of the bridge.

Cell savior

Ironically, the unborn child proves to be the Klingons' savior. Being of mixed parentage it creates individual antibodies to combat disease, and can fight off the Nehret in a manner impossible to one of pure Klingon blood. Antibodies synthesized from its blood provide a vaccine given to all the Klingons, ridding them of the disease. With the unborn child's final role as savior fulfilled, any Klingon doubts about its identity as the Kuvah'Magh dissipate. They accept the role of *Voyager* in finding them a suitable planet to colonize, and depart content at the end of a generations-long journey.

AN AFFAIR TO REMEMBER

Passionate mate

A statuesque female Klingon officer named Ch'Regha is very impressed with Harry Kim's courage in breaking up a fight between her and another officer during a mess hall brawl. Despite his unwillingness to respond to her amorous advances, she continues to pursue Harry, leading to him hiding away in Jefferies tubes. The only ways out of the situation according to Klingon tradition is to kill his pursuer, or succumb to mating, neither of which appeals to Harry.

A solution is provided by Neelix, himself very impressed with Ch'Regha. In her presence Neelix berates Harry violently over helping himself to extra portions of food. Harry plays along, cowering, and then running away. Klingons will not mate with a coward, but impressed with his decisive conduct, Ch'Regha immediately transfers her ardor to Neelix, who is far more amenable to her attentions.

Neelix and Ch'Regha consummate their mutual attraction in the quarters he is temporarily sharing with Tuvok. This is a rigorous and untamed affair, leaving them and the shared quarters considerably disheveled.



Ensign Harry Kim finds nothing attractive about the lusty Klingon female.

Morale officer Neelix gladly picks up Kim's slack and embarks on a cultural mission of passionate goodwill with the sexually charged Ch'Regha.





ROLES WITHIN STARFLEET

NAVIGATOR

DUTIES AND ROLE

Navigational duties form an important role aboard Federation starships, whether they are carried out by humanoid officers, or automated computer systems.

The introduction of the **Constitution**-class starship in the 2240's heralds a new era in space exploration for the **United Federation of Planets**, with a series of missions intended to greatly expand humanity's knowledge of the Galaxy. During the course of these missions, space navigation improves to such an extent that vessels can travel for extended distances at relatively high warp speeds yet, thanks to the increasing amount of astrometric data fed back to **Starfleet**, and distributed via the **subspace** network, it becomes possible for vessels to accurately map their position and calculate new courses and headings. Navigating the vast reaches of space is a skilled and complex undertaking, requiring extensive knowledge of sensor systems, astronomical phenomena, and conditions leading to the ability to calculate the best course for a ship when required. **Constitution**-class vessels such as the **U.S.S. Enterprise NCC-1701** incorporate a separate navigator's position on the bridge, such is the importance of the role, and while it becomes integrated into the helm with the introduction of **Galaxy**-class starships in the 2360's, the skills required by a navigator do not change.

The navigator's position is located to the right of the captain's chair, sharing the same raised dais with the helmsman to the left. This provides the navigator with an unrivalled view of the main viewscreen directly forward. The navigator works closely with the helm officer, and has a number of dedicated control systems within their console that employ the skills learned both at **Starfleet Academy**, and while training aboard a ship. The primary tool available for plotting the ship's relative position is the large astrogator positioned between the helm and navigator's station – a manually adjusted

▶ **Ensign Pavel Chekov** is assigned the position of navigator aboard the **U.S.S. ENTERPRISE NCC-1701** in 2267. He applies himself to the role with an immense dedication, and is rewarded with the unswerving respect of his superior officer, Captain James T. Kirk.

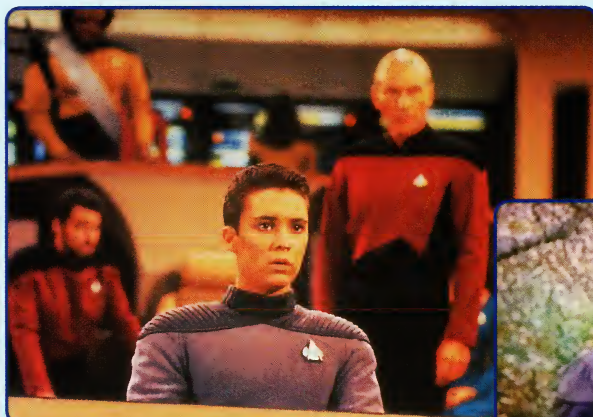


device that allows accurate calculations to be made. The navigator's console includes a number of unmarked colored indicators, with the navigator having to know exactly what these different controls represent in terms of navigational status. To the right of this bank is the flight path indicator showing relative forward velocity and direction, and while it is computer controlled, the data still requires a high degree of interpretation in order to calculate an accurate position. **Constitution**-class vessels also include a small bank of controls on the navigator's station to operate the ship's **phasers**, although this function is transferred to the tactical officer in future vessels.

Automated successor

One of the most significant developments leading to the demise of the navigator's separate role comes in the far higher dependence on automatic systems for the plotting, execution, and monitoring of a vessel's progress through space. **Galaxy**-class vessels

such as the **U.S.S. Enterprise NCC-1701-D** dispense entirely with the navigator's position, although vestiges of their original duties are incorporated into the flight control console situated adjacent to the ops station to the right of the bridge. The crew member occupying the conn not only takes on the role of navigator, but also has the additional duty of helmsman, acting as a pilot for the vessel. The majority of the navigational duties are heavily automated, but the critical nature of the position still demands a human officer to oversee the accuracy of a vessel's course. Receiving and acting directly on commands issued by the commanding officer on the bridge, the helmsman/navigator generally leaves the execution of flight instructions to the computerized systems, but they may still



▶ In the 24th century, the role of a navigator is combined with that of the helmsman. Conn operators such as Acting Ensign Wesley Crusher assume this position.



▶ **Captain Kathryn Janeway** recruits Tom Paris from a penal colony in New Zealand. During his time aboard the **U.S.S. VOYAGER NCC-74656** his skills as a pilot and navigator prove influential to the starship's survival in the Delta Quadrant.



▶ **Lt. Commander Geordi La Forge** is assigned to the conn aboard the **U.S.S. ENTERPRISE NCC-1701-D** in 2364, where he is responsible for navigational duties.



FILE 19 A Guide to FEDERATION STARFLEET



▲ The conn station aboard the **GALAXY-class U.S.S. ENTERPRISE NCC-1701-D** is located at the front of the bridge, next to the ops station.

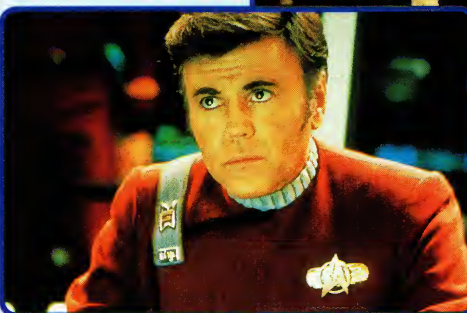
be required to calculate the best course manually, lay the course into the navigational computer, and then engage the ship on a predetermined heading and speed.

Necessary duties

Officers undertaking the role of helm and navigation are trained how to interpret relevant data from navigational and tactical sensors, with selected information constantly relayed to the conn position during a mission. Information derived from these systems can be overlaid onto the ship's current location, and compared against course projections, with the navigator reporting any alterations in the ship's velocity or heading. Experienced navigators will have a deeper understanding of what can adversely affect a ship's progress, and with the ability to execute course changes from the helm they can increase reaction time to a potentially

▶ The **Astrometrics Lab** aboard the **U.S.S. VOYAGER NCC-74656** provides navigational data throughout the starship's long journey through the Delta Quadrant.

▼ **Commander Pavel Chekov** continues to serve as navigator under Captain Kirk until the **U.S.S. ENTERPRISE NCC-1701-A** is decommissioned.



dangerous situation considerably. In their joint role of pilot and navigator, the crew member occupying the conn aboard the **U.S.S. Enterprise NCC-1701-D** is also expected to access secondary navigation and science sensors for verification of primary sensor data, with such cross-checks a matter of routine at each shift change, or during alert status.

The integrated approach to course plotting and selection, flight control, and observation of

navigational references is condensed even further aboard the **Defiant-class** vessel, and requires a highly skilled and experienced officer to undertake the helm/navigational role. In addition to the displays set into the forward conn, vessels such as the **U.S.S. Defiant NX-74205** include a number of stations displaying stellar cartography data, along with more detailed long range navigational sensor information. Access to the planetary catalogue is yet another useful aid to the navigator, allowing extensive research to be carried out, or new entries to be made as required.

Increased role

An expansion of the navigator's role is evidenced even further in the **Intrepid-class** design, with course select and monitoring functions actively shared with the ops position to the rear of the helm at the front of the bridge also includes controls for course selection, and constantly updated information regarding navigational scans. This station also features two small consoles to the left and right of the pilot that allow other officers to interrogate navigational information without disturbing the duties of the helmsman. The role of the navigator may not be concentrated into a single individual, but the operational duties traditionally associated with this position are still very much required despite increased reliance on automated systems. Increasing the number of personnel capable of carrying out these duties adds a crucial flexibility to the bridge of a starship, particularly in hazardous situations where the primary navigational position may be damaged, or the navigator incapacitated.



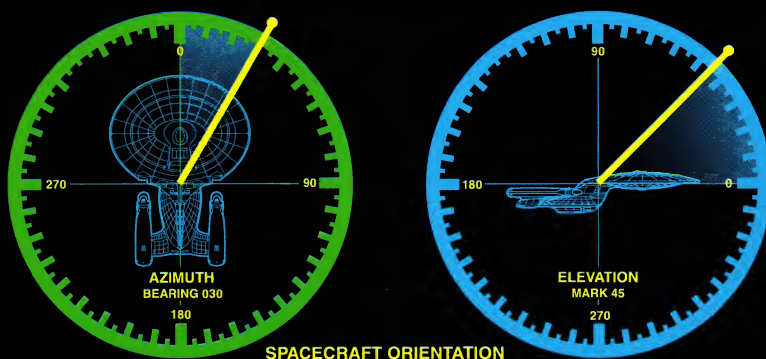
▲ Navigational duties aboard Federation starships are traditionally carried out at a position toward the front of the bridge, close to the main viewscreen.

SETTING COORDINATES

Orientation

The navigator is foremost accountable for the correct orientation and course of the vessel he serves on – he must be precise. The formidable interstellar routes travelled must be efficient and above all, accurate when covered at warp speed.

Current stellar cartography is gathered and utilized on every ship – this information is indispensable when course plotting – and it is always used in conjunction with the spacecraft orientation figures and Galactic headings.



▲ The navigator ordinarily identifies the vessel's location by employing a Starfleet bearing system that collates the data from two orientation readings. The green figure relates to the azimuth, a horizontal plane around the ship. The azimuth reading begins at 000 directly in front of the ship, or at 12 o'clock, and grows incrementally to starboard, or clockwise. The blue diagram relates to the vessel's angle of elevation, again beginning at the nose of the ship at zero, but increasing to a maximum of 360 on the plane perpendicular to the azimuth. The combination of these two figures can specify a course plotted for any direction.

FILE 50 CARDASSIAN PERSONNEL

Mila

Mila is housekeeper and confidante for 30 years in the home of the Cardassian Obsidian Order head, Enabran Tain, during which time she proves she can keep a secret. She later plays an instrumental role in freeing her homeworld from the forces of the Dominion.

The Cardassian Mila is an inscrutable woman. Little is known about her background, or how she came to be in the employ of

Enabran Tain, the feared head of the Cardassian secret police, the Obsidian Order. She managed to keep this remarkable privileged position for 30 years without breathing a word of the many secrets she learns.

Mila became Tain's most trusted confidante over the years she tended his household in the capital on Cardassia Prime. She was never much of a cook, by her own admission, but her most important claim to the job was her ability to keep a secret. Many of her duties involved her collusion in Tain's dark business dealings – she takes possession, for example, of lists of people who are to be eliminated for him.

Debt of honor

The extent of Mila's knowledge forces Tain to muse in later years on the advantages of eliminating

her. She knows too much for her own good – but the bond between them is unmistakable. Tain actively looks for an excuse not to follow through with this action, even though he has killed so many others. He admits he would be hard-pressed to find a better housekeeper.

Beyond mere duty

The extent of Mila's feelings for Tain are unknown, but they may well have been lovers. She certainly feels strongly for him. She becomes worried when he disappears for any period of time, as she realizes he has many enemies. He is the only head of the Obsidian Order ever to have retired before he could be assassinated.

A large part of Mila's time in earlier years was taken by helping to raise Tain's son, Elim Garak. She has contradictory opinions of the boy who grows up to be a cold-blooded agent, and then an exile. She feels he was always secretive and deceitful, as well as demanding and inconsiderate; Mila does

PROFILE ON MILA

NAME: Mila

LIFE FORM: Cardassian female

RESIDES: Cardassia Prime

CURRENT STATUS: Deceased

REMARKS: Mila plays an important part during the final days of the Dominion war when she harbors the fugitive rebels, Damar, Garak, and Kira.

FIRST SEEN: 'The Dogs of War'

Mila is a caring and considerate woman. She is eager to ensure Cardassia's survival – a trait she inherits from her former employer.



not disguise her contempt of these "disgraceful" qualities.

She is still desperately fond of Garak, however – perhaps because she knows him so well, and realizes that his father was bound to be an influence upon him. She is one of the few who ever refers to him by his first name. She watched Garak become the man he did, constantly worrying about him because of the trouble

in which he mired himself. Mila always firmly believed that Garak was innocent of betraying Cardassia and his father – the reason for his exile.

Garak returns this affection for Mila. He does not contact her for many years during his exile, but their communication via subspace in 2371 obviously affects them both. Mila by this time is gray-haired, full-figured, and a little infirm, but she is still

a striking woman. She is very surprised to hear from him. She is fully privy to the enmity between him and Tain – Garak was, after all, exiled by his father – but she nevertheless implores Garak to find and help her missing employer.

Little change

Tain is captured by the Dominion and interned in a prison camp in 2371. Mila is doubtless distraught at this turn of events, and the news of Tain's eventual death some two years later, but she remains in the house in which they lived for 30 years. It is a token of Tain's esteem for her that he has bequeathed the dwelling to her.

SHELTER FROM THE WAR



★ Welcome

Mila does not hesitate to allow Damar, Garak, and Kira to make her home their sanctuary after a disastrous period for the rebellion.

★ Discretion

Mila has had 30 years of practice keeping secrets, and she continues to hone this skill until her dying day.



★ Playing hostess

The deceased Enabran Tain left his home to Mila as a tribute to her loyal character and long service as housekeeper and confidante.

OTHER CARDS IN THIS FILE...

- 1 GUL DUKAT: BACKGROUND
- 2 GARAK
- 6 ENABRAN TAIN

SEE OTHER FILES...

THE CARDASSIANS FILE 13
STAR TREK:
DEEP SPACE NINE FILE 70



Mila

★ **Tragic death**
Mila's life is brought to a brutal conclusion by the Jem'Hadar troops who track Damar to the cellar of her house.

★ **Watchful eye**
Mila's interest in the actions of Garak are still evident, despite the fact that he is no longer a boy.



★ **Violent end**
Garak is shocked to witness the brutal death of Mila at the hands of a Jem'Hadar patrol.

"If you don't mind hiding in a basement, then I guess I don't mind having you down there."

—Mila to Garak, Damar, and Kira Nerys

Little really changes for Mila when the **Cardassian Union** enters into an ill-judged union with the **Gamma Quadrant** power known as the Dominion. Cardassia swiftly finds itself at war, and Mila along with the rest of the population must live under that cloud – but an old woman's life is not hugely affected by such things.

Garak is forced to turn to Mila in 2375, when he and a clutch of resistance operatives, including the revolutionary leader **Damar** and **Commander Kira Nerys**, are trapped on Cardassia Prime. He feels she is the only person on Cardassia he can really trust – a huge admission from a very cautious man. They are in desperate need of shelter, and Mila does not turn him away.

She allows the hunted refugees to stay in the cellar. This brave move places the former housekeeper in immediate and terrible danger from the Dominion authorities searching for the rebels, but she refuses to be cowed by it. She laughs off the danger, suggesting that the guests make themselves useful by cleaning up the cellar.

Mila again proves her skill in keeping a secret as the retaking of Cardassia is planned from her cellar. She cannot help but be

caught up in the fervor of the group's actions. She feels vaguely proud that the disgraceful traits Garak demonstrated as a child have become virtues with his involvement in the resistance. Mila also develops a soft spot for Damar. She calls him a fine, handsome figure of a man, and dotes on him somewhat. She dismisses suggestions she might be attracted to him by laughing that she is old enough to be his mother.

Mila is stunned at the suicidal lengths to which the rebels will go, such as attacking the Dominion headquarters. The full horror faced by Cardassia is brought home to her, however, by the reduction of **Lakarian city** to ashes in response to a popular uprising among the Cardassian people. Two million people die in this one Dominion strike.

Unfortunate loss

Mila does not, perhaps fortunately, live to see the Cardassia she has known and loved in burning ruins. Her well-hidden fears are realized when she answers the door to a posse of **Jem'Hadar** troops. They quickly kill her, and throw her body down the stairs into the cellar, with the anguished Garak looking on. Mila

dies having played an integral part in liberating her people from the shackles of a tyrannical power. Her role will doubtless long be remembered.

★ **Dignified lady**
Mila's sacrifice is a noble one; she provides shelter for the remnants of Damar's rebel forces, and thus paves the way for the liberation of Cardassia.



VALUABLE ROLE

Integral part in a revolution

Mila maintains she is an old woman, and as such long past caring about the policies of the incumbent government. Her fondness for Garak and her heart, however, lead her to aid the remains of Damar's resistance cell in many ways, large and small, when they lever their way into her life in late 2375. She feeds and looks after them while uttering morbid comments about no one having to die on an empty stomach, and provides much-needed supplies such as light sticks and a comm unit.

She also lifts the tiny group's spirits just when they are at their lowest ebb following news of the destruction of the resistance bases. She brings them news of the excitement in the streets over Damar's actions, together with the rampant rumors that he is not dead, and the many stories that are building him into a legendary figure.

▶ **Figurehead**
Damar's continued plan to rid the Cardassian Union of the Dominion forces succeeds only because of Mila's willingness to provide sanctuary for him, Garak, and Kira following a disastrous mission.



FILE 57 OMNIPOTENT BEINGS

Q Junior

Members of the Q Continuum carry with them a certain amount of responsibility, but for the son of Q the weight of expectation hangs heavily on his shoulders, and omnipotence and limitless powers become little more than a means of having riotous fun — until Aunt Kathy takes charge.

Junior is the very first child to be born in the **Q Continuum**, and much rests on his little shoulders. His birth, in mid 2373, comes after the touching of fingers between **Q** and his female counterpart on the battlefield of the Continuum's civil war. The baby is later presented to **Captain Kathryn Janeway** aboard the **U.S.S. Voyager NCC-74656**, who states that he is "adorable."

A surprise visit

Some four years later, the young Q returns to visit his godmother, but in the intervening time he has undergone a somewhat rapid growth spurt, and he now resembles a human teenager — an unsurprising development in Q terms. He bears a striking resemblance to his father, with a slight build, mischievous face, and a shock of dark hair; he also shares Q's penchant for wearing a command-level **Starfleet** uniform.

Q, or "**Junior**" as he is often referred to as, quickly proves that he is every bit

as troublesome as his father; when the captain attempts to contact security he puts the crew in a temporal loop where they experience the same 30 seconds over and over again.

Staying with Kathy

Junior's arrival is swiftly followed by that of Q himself, who reveals the reason for their unexpected visit; Junior, who he claims is as quiet as a **Zygnian Church Mouse**, is going to take a vacation aboard *Voyager*. After Q's departure, Janeway states that she wants to lay down some ground rules; Junior, however, replies that he makes his own rules.

After touring *Voyager* in a matter of seconds, Junior is eager for some fun, such as flying into **Fluidic Space** and fighting **Species 8472**, or even detonating a few **Omega molecules**. An emphatic "no" from Janeway cements in Junior's mind that he is going to have to amuse himself — resulting in him changing Main Engineering into a night club, complete with hordes of partying

PROFILE OF AN OMNIPOTENT BEING

NAME: Q [JUNIOR]

YEAR OF BIRTH: 2373

RELATIONS: Q [father], female Q [mother — who has since disowned her child], and "Aunt Kathy" [godmother].

REMARKS: Junior displays the same precocious attitude and love for mischievous, albeit dangerous fun that his father showed during his initial encounters with humanity.

FIRST SEEN: Q2 [VOY]



▲ **Q Junior's birth is supposed to represent a new beginning for the Continuum, but he actually brings about chaos and conflict.**

aliens, and semi-naked dancers cavorting around the **warp core**. This angers Janeway, but there is little that she can do; Junior is impressed with her verbal reprimands, but reminds her that she does not have "unlimited control of space, matter, and time."

What Junior craves is attention, and the crew determine that if they ignore his antics he may

get bored and simply go away. This course of action works when he rids **Seven of Nine** of her clothes; the former **Borg drone** simply carries on with her duties, leaving the young Q — who had hoped that she would scamper away and make a futile effort to cover herself — to look elsewhere for his adolescent kicks.

Nevertheless, Junior's actions continue to prove frustrating, leaving **Neelix** to suggest that he act as a

mentor to the boy. This plan also fails; when tired of Neelix's voice, Junior simply fuses the **Talaxian's** jaw together and removes his vocal chords.

★ Power loss

Junior is horrified to hear that his father is taking his powers away.



★ Piloting lesson

Junior joins his friend Icheb for a piloting lesson aboard the DELTA FLYER.



MISCHIEVOUS

★ Family reunion

Junior and Q appear on the U.S.S. VOYAGER NCC-74656 to see Captain Janeway, who is amazed to see how her godson has grown.



★ Dance away the night

B'Elanna Torres is shocked to find that Junior has transformed Main Engineering into a noisy night club.



★ Troublemaker

The young Q spends his time causing trouble, and putting the crew of VOYAGER in danger.

Q Junior



★ Physical education

The young Q is recruited by Tuvok into taking part in physical education lessons.

★ Consequences

Junior is distraught when he learns that Icheb may die because of his actions.

Junior's actions come to a head when he pits *Voyager* against three **Borg cubes**, prompting Q's return. Janeway is adamant that the boy must leave, but Q reassures her that he is not bad, just misunderstood. The truth, however, is that while Junior was supposed to bring peace to the Continuum, he has in fact brought chaos; he starts wars among innocent species, tampers with gene pools, and punches holes in the fabric of space-time. Q's mate has disowned her child, and the Continuum are hounding him to "straighten the boy out." Q, it seems, has not developed sufficient parenting skills, and hopes that Janeway will resolve his son's dysfunctional tendencies.

The captain advises Q to spend some quality time with his son, but barely 10 minutes later he returns. In Q time they have spent years together, but Junior is simply embarrassed to be seen with him. A new plan is determined to teach Junior that there are consequences to his actions; Q changes his son into an **Oprelian amoeba**. If the youngster does not become an upstanding citizen of the cosmos in one week, he will spend eternity in this single-celled form. Junior's powers are temporarily removed, and he is left in the care of Janeway, who swiftly asserts her authority by removing the rank pips from his uniform, and assigning him sparsely furnished quarters.

Junior is forced to undertake a



★ Diplomacy

Junior undertakes a diplomatic holodeck program, but cheats by changing the parameters.



strict regime of classes and duties, but these prove pointless; he reprograms **holodeck diplomacy scenario 12 Alpha** to result in a more favorable outcome, and manipulates Icheb into writing an essay for him. Janeway is wise to his machinations, however, and the young Q is soon pleading for another chance.

A new Q

Over the next four days, Junior becomes an exemplary individual, taking on his assignments with a new determination. He begins work afresh on his essay, entitled '**I, Q: An Insider's guide to the Continuum**,' and even undertakes a piloting lesson aboard the **Delta Flyer** with his friend, **Icheb**; the event is hampered only by an ion imbalance in the impulse drive.

Junior's remarkable turnaround is brought to an unlikely halt by his father, who shows little interest in a reading of his son's completed essay. The boy is distraught, and the only reassurance Janeway can offer is that if the Continuum do indeed plan to transform him into an amoeba, she will request that he be allowed to remain on *Voyager* in human form.

Junior's flagging spirits appear to recover quickly, however, as he asks "**Itchy**" – Icheb – to help him repair the ion imbalance plaguing the **Delta Flyer**. He has an ulterior motive, however, and when the repairs are complete he blasts through the shuttlebay doors,

"Do you think it's easy to live up to my potential? I was supposed to be the savior of the Q Continuum. Tell me – how do you save a race who are already omnipotent?"

— Junior

★ Thank you

Before leaving the ship, Junior gives his godmother flowers to thank her for all the help.



★ Judgement

The Q judges decide that Junior should not be allowed to return to the Continuum.

promising to take Icheb to see the spectacular females of the **Clevari System**. He assures his friend that he knows plenty of nooks and crannies where he can hide from the Continuum, before escaping from *Voyager* by piloting the **Flyer** into a **spatial flexure**.

Junior's fun is curtailed when the **Flyer** is accused of trespassing in **Chokuzan** space. He opens fire on a large **Chokuzan Vessel**, but a blast of return fire causes severe injuries to Icheb. Desperate to save his friend, Junior returns to *Voyager*, but the **Doctor** is unable to help Icheb without information on the weapon that harmed him. Q returns, and his son claims that Icheb stole the **Flyer**. He eventually admits the truth, but Q refuses his son's pleas to heal the boy, saying only that Junior must face the consequences of his actions.

Captain Janeway returns to the site of the incident with Junior, who offers to surrender himself

unconditionally to the Chokuzan. It is revealed, however, that Q has staged the whole incident as a final test of his son's development. The time for judgment has arrived.

Standing trial

Junior stands before three members of the Continuum, but these judges do not rate his efforts as highly as Janeway, and they condemn him to life as a human. Q is quick to disappear, seemingly abandoning his son. He does in fact return, citing an immediate appeal as reason for his vanishing act. The continuum reconsidered their verdict, and allow Junior to renew his life as a Q – on the proviso that his father follows the "little brat" everywhere.

Junior bids **Aunt Kathy** farewell by handing her a bouquet of flowers – and filling her ready room with more of the fragrant blooms – before disappearing with a click of his fingers.

TWO OF A KIND

Like father like son

The experience of humanity that Junior is subjected to around Stardate 54704 is similar to that which his father faces in 2366, when he is stripped of his powers and deposited on the **U.S.S. Enterprise NCC-1701-D**. In this instance, Q must atone for his callous actions with regard to lesser species, and he, like his son some 11 years later, comes to the conclusion that self sacrifice is a noble means to an end; an attempt to save the **Enterprise** crew from death leads to the reinstatement of his powers.



▲ Powerless

Q does not handle his transformation to human form well. He bemoans the fact that he is trapped in a body that will age and become feeble.

Fear

Captain Kathryn Janeway of the *U.S.S. Voyager NCC-74656* encounters one of her more unusual opponents in 2372: the embodiment of an emotion. Fear takes the form of a playful but ruthless clown who inhabits a lunatic simulated environment.

Five fortunate people survived the solar flare that struck a **Kohl** settlement in the **Delta Quadrant** in 2353. Their inventive means of salvation involved a deep stasis system and a computer that keeps their minds active via a sophisticated simulated scenario. The system was designed to be adaptive; it is able to observe and respond to the thoughts of the people, and adapt the environment to suit their desires.

The survivors were not as fortunate as they first believed. The computer crystallized their subconscious fears and anxiety about survival and recovery into an interactive persona. The character developed over months without them realizing – and before they could act **Fear** was ruling them.

Fear appears in the form of a clown wearing a sober gray, in a reversal of the traditional bright colors. His face is bisected horizontally – gray matching his costume below his top lip, and white with gray streaks

above. The effect is to establish him as the epicenter of his chaotic, rainbow-colored realm.

The domain is comprised of a large central area with various alcoves. A stage is set up in one corner, with an ominous-looking guillotine mounted on top of it. Statues and object d'arts are strewn about in a haphazard fashion. The kaleidoscope feel is completed by the dizzying, colorful swirls on the floor, and the computer-generated inhabitants are just as exotic and vivid.

Circus of emotion

Fear is in complete control of this environment. He oversees the simulation, and he can literally be in two places at once. He continuously asserts his authority, demanding that newcomers talk to him. He claims to speak for everyone in his realm. The constant circus of activity, dancing, and games are shaped by his whims; he changes the subject constantly, and encourages random actions. The characters slavishly follow

his lead. They act as his army, taking hold of captives and doing his bidding.

The general tone reflects Fear's mood, which is often sunny and cheerful, and dedicated to the pursuit of fun. He loves nothing better than a good joke, and he is usually concerned that nothing ruins the party. The clown can be quiet and reflective at times. He can also become petulant and

ruthless. His minions very quickly turn nasty on these occasions – their shouts become taunting shrieks, and their movement suddenly becomes threatening rather than random.

The living beings wired into the system are Fear's playthings. He uses them as a threat to newcomers: he will kill one of the Kohl if they leave. He also treats them as toys and robs

their dignity with whatever new diversion takes his fancy. His tricks include aging people, or reverting them to newborn babies. He preys on people's deep-seated fears – he might subject someone with a morbid fear of hospital to a medical scenario, strapping

★ Crime and punishment

Viorsa pays with his life when he tries to rebel against his old foe Fear.

PROFILE OF A CLOWN

NAME: Fear

STATUS: Deactivated

APPEARANCE: Humanoid dressed as a clown.

REMARKS: Fear is the product of an adaptive computer system that has manifested fear and anxiety into an interactive persona.

FIRST SEEN: 'The Thaw' [VOY]



▲ The harlequinesque Fear is the ringmaster of a jaded circus in a simulated world designed to stimulate minds.

WACKY WELCOME WAGON



★ Unexpected

Ensign Harry Kim and Lt. B'Elanna Torres are ushered into the house of Fear.

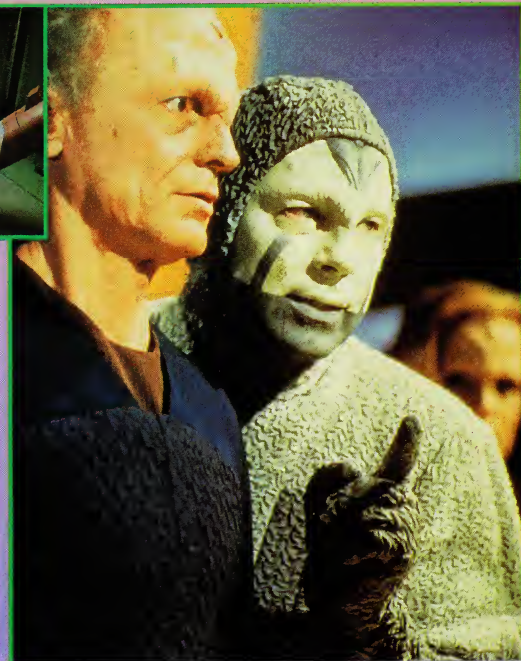
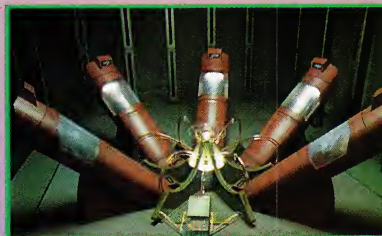
★ No escape

Kim and Torres realize that Fear is a formidable adversary.



★ Unstable state

The Kohl are held captive inside a simulation that was meant to sustain them.



Fear



★ Laughter therapy

The characters in the festival of Fear manifestly reflect their ringleader's temperament.

them down and producing a massive hypodermic needle.

Fear is able to learn so much about his hostages because he is a product of the computer that monitors their brains – he can read their thoughts. This gives him access to their memories, allowing him to learn of **Alpha Quadrant** political figures such as Napoleon Bonaparte, and **Chulak of Romulus** when **U.S.S. Voyager NCC-74656** officers **Ensign Harry Kim** and **Lt. B'Elanna Torres** enter the system.

This ability gives Fear great confidence – he feels he cannot be tricked. He refuses to negotiate with anyone whose mind he cannot read, seeing his lack of inside knowledge as an unacceptable disadvantage. There is a delay, however, before he is able to read his hostages' thoughts. It takes some minutes for brain activity to be processed by the system.

Fear has no reason to be afraid of his Kohl prisoners. He kills two of the five through the simple evocation of his name – he scares them to death. His chosen method



★ Off with his head!

Fear taunts Ensign Harry Kim by threatening to chop off his head using a guillotine.

of dispatch is the guillotine. It is unknown if this is simply a perverse whim, or if he requires the build-up of fear to induce heart failure in his victims. He executes another Kohl, **Viorsa**, in 2372 for his part in aiding the *Voyager* crew's attempt to shut down the environment and rescue the hostages.

Is it real or an illusion?

The clown has to take great care not to get carried away, for he cannot function without the bio-neural feedback from living minds to sustain the system. He could survive with one hostage, but he knows he needs to retain as many living beings as possible in case one or more fall ill.

Fear knows that when the only reality is an illusion, then illusion is the reality. His greatest fear is that the stasis program will be terminated and he will cease to exist. He is very wary of strangers to the system for this reason. He will not allow the Kohl to be taken away from him, and neither will he accept a hypothetical technological alternative.



★ Moody

The clown vacillates between joy, rage, and despondency.

★ Child's play

Fear demonstrates his omnipotence by transforming adults into infants or geriatrics on a whim.



"You see, I know everything. This is my world, my festival. You're here without an invitation."

— Fear confronts Ensign Harry Kim and Lt. B'Elanna Torres



★ A bit of needling

The Doctor is astonished at Fear's willingness to use medicine as a tool of manipulation.

This preoccupation with his existence is part of the reason Fear is fascinated by **Captain Kathryn Janeway**. He admires her for her strength of character and determination, but there may be a part of him that recognizes in her the power to subdue him and end the world he has created. He could wish, in some self-destructive way, to be defeated.

Fear accepts Janeway's proposal that she take the place of the



★ Unequal trade

Captain Kathryn Janeway appeals to Fear's ego, and offers herself as his eternal partner.

hostages. It is an offer he cannot resist. He finds the idea of her constant companionship very tempting, and he is flattered that she would choose to be with him for eternity. It is all a trick, however. Janeway sends a **holographic** substitute of herself, and there is no one left to fuel Fear's domain.

He fades into darkness along with his world, finally achieving a peace as fear itself is conquered.

MACABRE CARNIVAL

A clown's accomplices

Fear's "wonderful" cohorts are a motley bunch. He looks upon them all as true friends. They often wear masks – a metaphor, perhaps, for the concealed danger they represent. Some are highly inquisitive about strangers; others ignore them.

One of the more prominent characters is a little woman who acts as Fear's right-hand person. She forms part of his inner council, and he consults with her on important matters. She also jollies him out of the occasional funk, and takes pride in dusting the execution block.

Two rather larger characters are an exceptionally tall being named **Specter** who wears a monster mask and speaks in a booming monotone, and Fear's silent executioner. The latter wears black leather and a face mask. He refuses to join in the mayhem created by the other characters, moving into action only when an unfortunate victim is to be put to the guillotine.

▼ Voice of doom

Fear adores the company of his silent leather-clad, executioner, and his cutting sense of duty. The ax man appeals to his righteous sense of sadism.



▲ Wail of a time

The chorus usually shout and yell at random, but can synchronize their cacophony to instill fear.

Genetic Extrapolation

Genetic extrapolation is a technique largely based on a fact to hypothesis ratio depending on the quantity of empirical DNA and genetic data available. The end result, to varying degrees of accuracy, is a three-dimensional holographic projection of the subject in question.

Genetic extrapolation is a conjectural technique allowing a holographic system to present a three-dimensional image of an organism based on present genetic and DNA information that has been assembled within a directly linked medical database. The procedure's accuracy is solely dependent on the amount and complexity of the information collated prior to the extrapolation, with larger amounts of data leading to a far more accurate conceptualization of a life form. Genetic extrapolation can be employed to generate a representation of a future organism or to recreate the image of a possible ancestor, and while the algorithms used within the calculation of such projections may create inaccuracies in the finished product, the end results are usually extremely accurate thanks to the sophistication of **Starfleet's** computerized systems.

Genetic manipulation

Genetic extrapolation has been used on at least three notable occasions by **Starfleet** personnel, occurring aboard the **Intrepid**-class **U.S.S. Voyager NCC-74656** during its extensive journey through the **Delta Quadrant**. The aims of the extrapolations differ in all cases, although the accuracy of the resulting representations are equally as important. The **Emergency Medical Hologram** plays a vital role in the preparation and arrangement of the required genetic data during these situations, with his extensive pre-programmed medical background and unrivalled medical experience within the **Delta Quadrant** giving the extrapolations a greatly increased chance of precision.

In 2372, **Voyager** intercepts a distress call from the **Vidiiian Dr.**

Danara Pel, who is close to death due to the advanced stages of the **Phage** from which she is suffering. The EMH's efforts to sustain her life prove unsuccessful, so he uses a high frequency **RF transmitter** to transfer her synaptic patterns into the **holobuffer** before they degrade completely. **Kes** assists the **Doctor** in this procedure, and points out that there is little point in preserving Pel's mind if her body dies from the effects of the disease; the EMH, however, is planning to construct a holographic body for the **Vidiiian** while he works on halting the fatal progress of the **Phage**. **Danara Pel's** genetic material gives the EMH enough information to extract her original pre-disease appearance, but he uses a genetic extrapolation technique tied directly to the **holoemitters** within sickbay to construct a body for her layer by layer.

Live construction

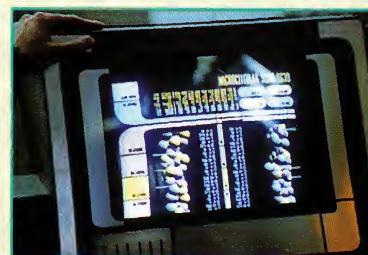
The EMH decides on this radical approach for two reasons – to communicate with Pel about her condition, and to produce an accurate model of healthy **Vidiiian** physiology that will aid in the treatment of her real body. The patient's skeletal structure is the first element to be reproduced, followed by internal organs, musculature, and epidermal layers. **Transporter** records recreate Pel's clothing, and the end result is an identical facsimile of the **Vidiiian** as she would appear without the **Phage**. The EMH is ultimately successful in slowing the disease thanks to the use of **Klingon DNA** from **Lt. B'Elanna Torres**, and while some emotional complications arise from the production of Pel's disease-free extrapolated body, the entire procedure proves to be both accurate and successful.

The following year, in 2373, the situation requiring the use of genetic extrapolation is quite different when

the **Voth** exobiologist **Professor Gegen** and his assistant **Veer** are discovered aboard **Voyager** carrying out observations on the **Starfleet** crew. Gegen is successful in escaping the vessel and kidnapping **Commander Chakotay** while **Veer** receives minor **phaser** injuries to the upper chest. The EMH begins analysis of **Veer's** molecular physiology, but in order to avoid answering any further questions the young **Voth** scientist enters an enforced hibernation state – leaving **Captain Kathryn Janeway** with no information about the motives behind **Chakotay's** abduction. The EMH discovers 47 identical markers to human DNA from the scans carried out on **Veer**, and realizing this is more than coincidence **Captain Janeway** orders further research into the reptilian creature.

Primordial roots

Linking Earth's paleontological fossil database, the genetic data gathered by the EMH, and the holographic database **Voyager's** computer system is instructed by **Captain Janeway** within **holodeck 2** to search for a common ancestor between the **Voth** and humans. A rapid search results in the projection of **eryops**, the last common ancestor of cold and warm-blooded organisms,



▲ The diagnostics viewscreen illustrates the progress of the DNA extrapolation in the treatment of **Dr. Danara Pel**.



▲ When **Danara Pel** is brought onto the ship with the **Phage** the **Doctor** starts to build her a holographic body using her DNA.



▲ **Pel's** body is created from the inside out, starting with the skeleton and then building up with muscles and skin.

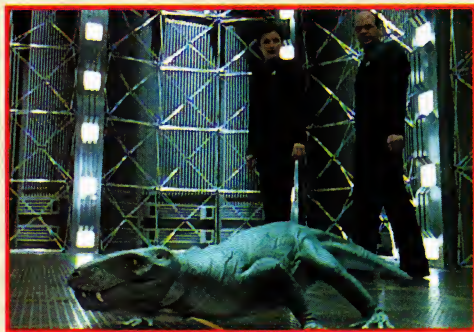


▲ **Pel's** new body offers her a dignity and healthy look which she has not experienced since the age of seven.

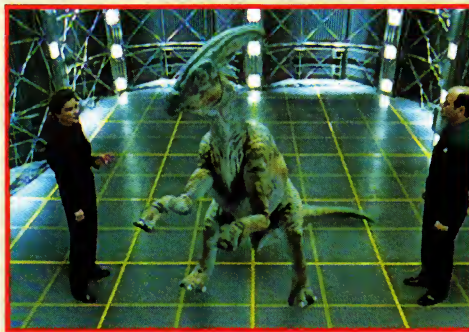


▲ **Danara Pel's** mind and synaptic functions temporarily occupy a **phage-free** holographic body that watches over her disease-ridden physical shell. The **Doctor** only has days to restore her real body.

Genetic Extrapolation



▲ Captain Janeway and the EMH search the paleontological database to determine the course of Voth evolution.



▲ The bipedal hadrosaur provides the evolutionary clue that Captain Janeway and the Doctor are looking for.



▲ A 65 million year extrapolation of the hadrosaur bears a striking resemblance to the contemporary Voth.

followed by a hadrosaur, the most highly evolved reptile to develop from eryops. The hadrosaur's bipedal stance and grasping hands leads the EMH to surmise a more complex life form could in turn evolve from it, and a genome projection algorithm within the database extrapolates what the hadrosaur would look like after a further 65 million years of development – an extremely similar creature to Veer.

Advanced amniocentesis

In 2377, the pregnancy of B'Elanna Torres leads to the EMH carrying out a series of tests to determine the status of the seven week old fetus due to potential problems mixed species births may present. Utilizing the genetic extrapolation technique for the unborn daughter of Tom Paris and B'Elanna's Torres, the EMH constructs and projects a three dimensional extrapolation of the child's spine at 10 months old that reveals pronounced curvature to the left of the body. Spinal curvature is a congenital defect on B'Elanna's side, and is not uncommon amongst Klingon females, with corrective surgery carried out during early infancy.

The EMH, however, recommends genetic modification to correct the abnormality before birth.

Tom Paris requests that the EMH increases the genetic extrapolation to reveal how the entire baby will look, and while the Doctor warns the parents the resulting projection is only an approximation, the appearance of Klingon forehead ridges on the baby has a profound and upsetting effect on Torres who does not wish her daughter to suffer the same childhood taunts as she did. Klingon genetic traits can remain dominant for several generations, even with a single Klingon ancestor, and B'Elanna later abuses the extrapolation technique as she attempts to

display the end result of deleting certain genetic sequences while the fetus is still developing. This use of genetic extrapolation to improve appearance is seen as having no valid medical grounds, and the EMH refuses to carry out more extensive genetic resequencing on ethical grounds. B'Elanna is later convinced that such drastic measures are not the answer.



▲ After supposed extinction it is amazing to see how some dinosaurs might have evolved.

▼ The Doctor will not be swayed by B'Elanna Torres's arguments to perform genetic resequencing on her baby.



▲ The Emergency Medical Hologram uses the genetic extrapolation technique to test for any abnormalities in the unborn mixed species daughter of B'Elanna Torres and Tom Paris. He corrects her spinal curvature, but refuses to make cosmetic changes.

DISTANT ORIGIN THEORY

Voth lineage

The Voth are a lizard like people believed by its race and the Ministry of Elders to be native to the Delta Quadrant. Professor Gegen is a Voth molecular paleontologist who is the author of the controversial Distant Origin Theory, which postulates that the Voth originated in a distant part of the Galaxy; his theory suggests that Voth culture is based on a fallacy. His claims are supported by the discovery of a skeleton on Hanon IV whose DNA patterns bear a striking resemblance to his own race. Gegen conducts experiments on Commander Chakotay of the U.S.S. Voyager NCC-74656 to prove his theory, but his efforts award him a charge of heresy.



▲ Professor Gegen examines the human remains found on Hanon IV to support his Distant Origin Theory.



▲ The human remains reveal DNA markers that bear irrefutable similarities to Voth genetics.



▲ The evidence, bones, and clothes, are used to fashion an extrapolation of what this mysterious species looks like.



FILE 71 STAR TREK: VOYAGER

STAR TREK: VOYAGER Index

Part 2 In the course of their journey across the uncharted Delta Quadrant, the crew of the *U.S.S. Voyager NCC-74656* encounter innumerable alien species; from the nomadic Kazon, to the organ-harvesting Vidiins, and the almost unstoppable Borg, the Starfleet officers face testing confrontations at almost every turn.

KAZON



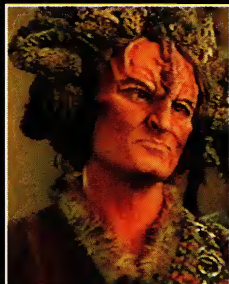
The Kazon
File 18 Card 6



▶ The KAZON RAIDER is a heavily shielded, if somewhat decrepit design of starship.



Seska
File 43 Appendix Card 6

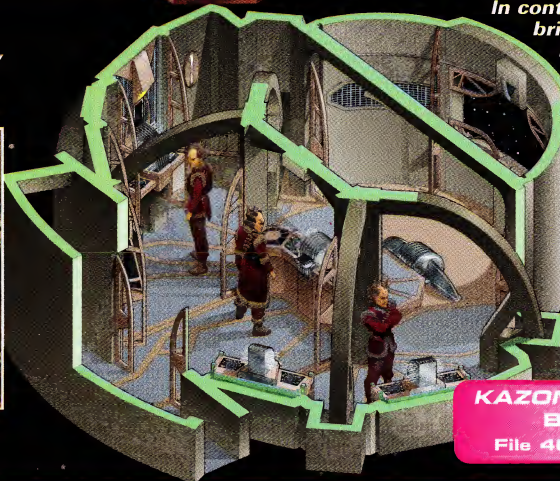


Maje Culluh
File 58 Card 29

KAZON RAIDER
File 40 Card 7

▶ The bridge of the KAZON RAIDER is an extremely cramped command center, from which these technologically unadvanced vessels are operated.

In contrast to the bridges of Federation starships, the KAZON RAIDER demands that personnel working within its command center remain standing while they work.



KAZON RAIDER: Bridge
File 40 Card 7A

VIDIANS



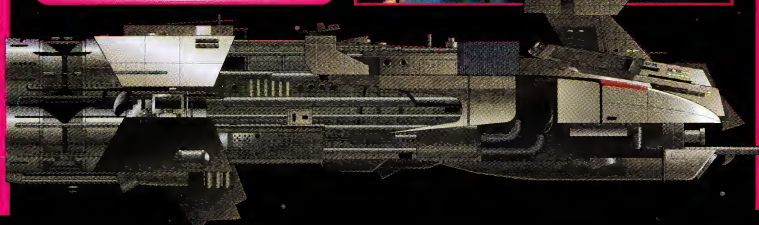
Danara Pel
File 58 Card 27

▶ Vidian civilization is ravaged by the phage, a disfiguring disease that destroys their bodies. In order to combat this illness the Vidiins take to harvesting organs from other species, using their powerful VIDIAN WARSHIPS to scour the Delta Quadrant.

The Vidiins
File 18 Card 7



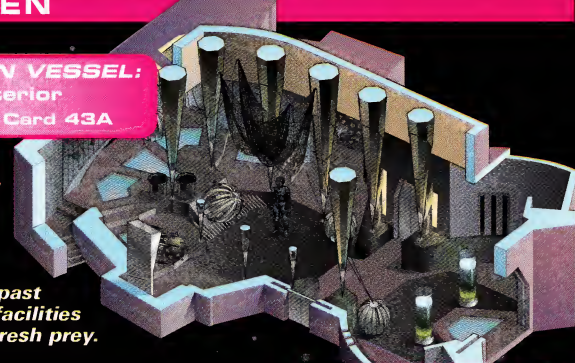
VIDIAN SHIP:
File 40 Card 33



HIROGEN

HIROGEN VESSEL: Interior
File 40 Card 43A

▶ The interior of the HIROGEN VESSEL exhibits trophies of past hunts, and facilities to contain fresh prey.



HIROGEN VESSEL
File 40 Card 43

▶ HIROGEN VESSELS are heavily armed and extremely powerful starships.



The Hirogen
File 18 Card 106

▶ The Hirogen are a violent species who hunt others for pleasure.





STAR TREK: VOYAGER Index Part 2

THE BORG



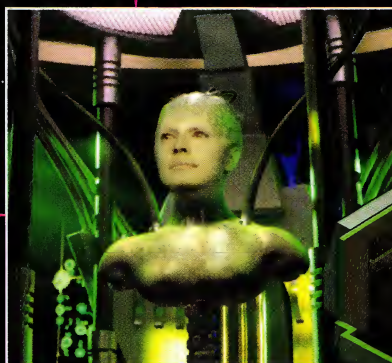
▶ The **BORG QUEEN'S VESSEL** is an irregularly-shaped starship within which the Borg Queen encountered in the Delta Quadrant resides. This vessel is usually docked securely in **UNIMATRIX ZERO** until the presence of the Queen is required elsewhere.

The BORG QUEEN'S VESSEL
File 38 Card 3

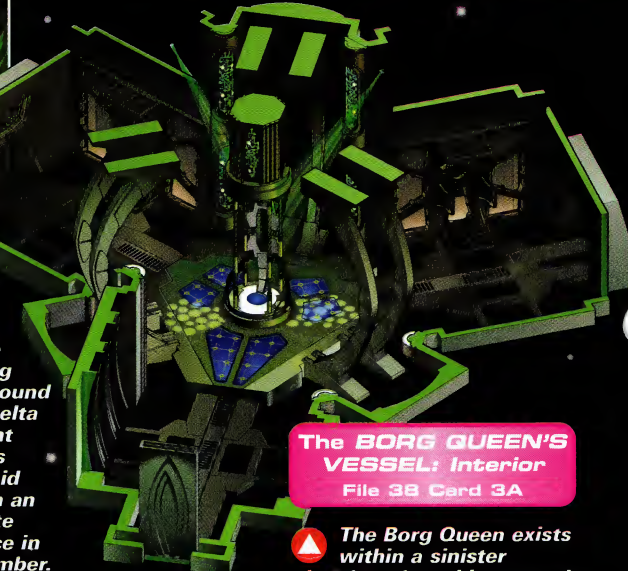


▶ The **CLASS-4 TACTICAL CUBE** is a heavily armored vessel that poses a significant threat to less powerful starships.

CLASS-4 TACTICAL CUBE
File 38 Card 7

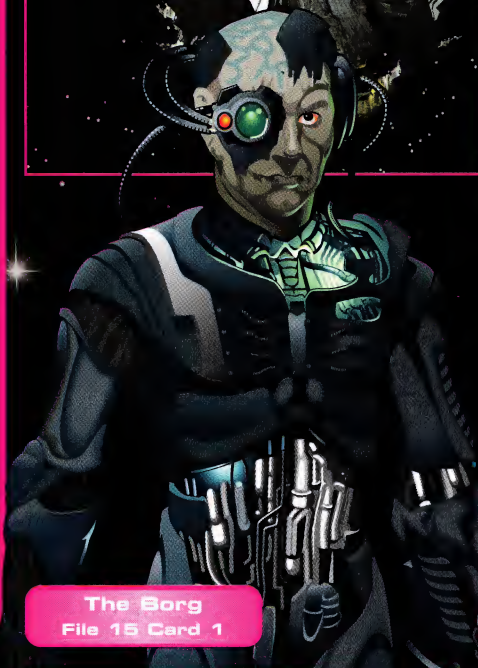


Delta Quadrant Borg Queen
File 52 Card 3A

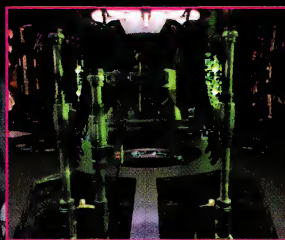


The BORG QUEEN'S VESSEL: Interior
File 38 Card 3A

▶ The Borg Queen exists within a sinister chamber aboard her vessel in **UNIMATRIX ZERO**.



The Borg
File 15 Card 1



▶ The Borg Queen found in the Delta Quadrant assumes humanoid form via an elaborate sequence in her chamber.

SPECIES 8472

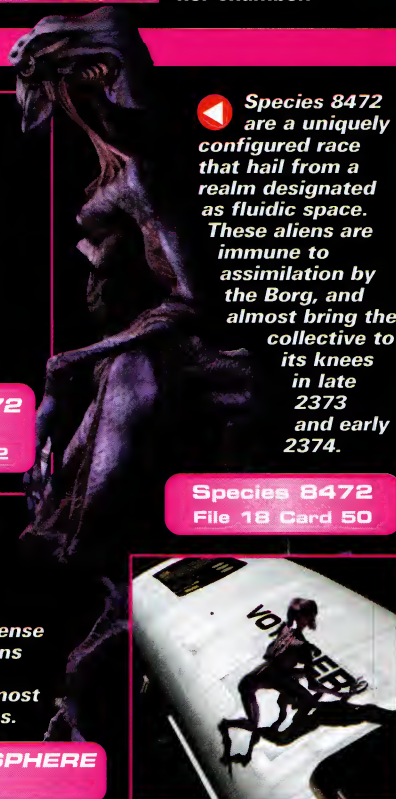


SPECIES 8472 BIO-SHIP
File 40 Card 42



SPECIES 8472 TERRASPHERE
File 40 Card 42a

▶ Species 8472 undertake training simulations aboard immense space stations that can replicate almost any locations.



▶ Species 8472 are a uniquely configured race that hail from a realm designated as fluidic space. These aliens are immune to assimilation by the Borg, and almost bring the collective to its knees in late 2373 and early 2374.

Species 8472
File 18 Card 50



STAR TREK: VOYAGER FILES

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FILE 71 STAR TREK: VOYAGER

'Critical Care'

Following his abduction by an alien trader, the Doctor finds himself pressed into service aboard a *Dinaal Hospital Ship* where he is forced to fight against an oppressive system which puts an individual's worth to society above the severity of their medical condition.

'CRITICAL CARE'

"This negotiation is pointless. I'm not about to perform medical services for a pair of common thieves."

— The Doctor

In the midst of a busy *Dinaal Hospital Ship*, a **Dralian** named **Gar** approaches **Chellick**, the facility administrator, checking wounded beings delivered on stretchers. Gar activates the **U.S.S. Voyager NCC-74656's Emergency Medical Hologram**. When faced with the sight of innumerable wounded, the Doctor's indignation at his abduction is overcome by primary programming compelling him to aid anyone requiring medical treatment. He proceeds despite the **Dinaal** possessing a lower level of medical progress than the **Federation**.

It transpires that the trader Gar spent the night in sickbay aboard *Voyager*, possibly claiming to be unwell, or genuinely poorly due to spicy food served by **Neelix**. During his time in sickbay, Gar learned of the Doctor's program, stole the hologram along with his **mobile emitter**, and replaced the Doctor known to the crew with an earlier training program.

Unethical treatment

The abducted Doctor learns that the medical facility to which he has been taken is run by a computer known as the **Allocator**. The Doctor is outraged to learn from the facility's chief medical officer, **Dr. Dysek** that the Allocator dispenses medicine and treatment according to its calculation of each individual's value to **Dinaal** society. Those deemed of value receive preferential treatment in comfortable surroundings in the **Blue level**. Patients with a lower ranking in the **Red level** are left in cramped and unsanitary conditions lacking the treatment they require, and essential medicine known as **cytoglobin**, which is routinely dispensed to Blue level patients.

Dr. Dysek notes that their society was in decline before adopting the Allocator's protocols, and has flourished since. As the Doctor's programming advocates prioritizing emergencies followed by equal treatment for all, he is compelled to act. He is particularly concerned about a young patient named **Tebbis**, who is dying for want of cytoglobin boosts. The Doctor provides the injection by requesting it in the Blue level, and supplies it to **Tebbis** who later helps him and a **Dr. Voje** dispense similar injections to other needy patients in the Red level.

When Dr. Dysek becomes aware of the

ON SCREEN...



1 The Doctor is shocked to discover that he has been abducted, and is the subject of a business negotiation whereby he will be sold to a **DINAAL HOSPITAL SHIP**.



2 Lt. Tom Paris and Ensign Harry Kim report to sickbay after suffering injuries on the holodeck. They discover, however, that the real Doctor is missing.



3 The Doctor meets patient **R-12** – a young boy named **Tebbis**. The boy has remained untreated, as his **Treatment Coefficient** is not high enough to warrant attention.



4 Administrator **Chellick** announces that the Doctor's presence is required in the **Blue level**. Patients here are deemed more worthy of medical treatment.



5 The Doctor discusses **Tebbis's** condition with **Dr. Dysek** while on the **Blue level**. The Doctor is shocked at the lack of compassion his contemporary displays.



6 The Doctor alters **Tebbis's TC** to state that the boy is an expert in **neutronics**. He is subsequently allocated the necessary medication to effectively treat his condition.

'Critical Care'

increased medication being requested in the Blue level, the Doctor convinces him that this is necessary to ensure that the Allocator maintains supplies, enabling a continued high rate of cure. He is able to divert further supplies to the Red level, and further circumvents the social structure by permitting the now cured Tebbis to remain on the *Hospital Ship* to assist Dr. Voje, rather than return to his job in a refinery.

When Tebbis develops a rapidly spreading secondary infection the Doctor is unavailable. It is discovered that his medical allowance has been exceeded, and, having been deprived of further medication, he dies. When the Doctor complains to Chellick his subterfuge is revealed, and his compassionate arguments in favor of equal treatment is rejected. Chellick interfaces the Doctor's holographic matrix with the Allocator, restricting him to the Blue level, and activating him for regulated periods only when necessary.

Following a lengthy trail of his previous calls, and a stream of unhappy customers, the crew of *Voyager* finally trace Gar's ship, and transport him to their brig. He will not cooperate with requests to reveal the Doctor's location until Neelix feeds him some **Talaxian wormroots**. These cause instant gastric upset, and only the Doctor abducted by Gar can provide a cure.

Heal thyself

The Doctor enlists the help of an initially reluctant Dr. Voje to take his mobile emitter back to the Red level and reactivate him there. He claims he has a plan to save several Red level patients who are due for discharge while still ill because the Doctor used their entire annual medical allocation. When Chellick arrives in the Red level, the Doctor administers an injection containing elements of the disease that killed Tebbis, along with blood traces that fool the Allocator's scanners into believing Chellick is Tebbis. The Allocator refuses to supply the cytoglobin for treatment, and without it Chellick will die.

Chellick stubbornly refuses to authorize the use of Blue level medication for Red level patients, and prevails on Dr. Voje to locate someone authorized to dispense the cure he needs. When Dr. Dysek arrives, he plays along with the Doctor until an agreement is

reached that the Red level patients due for discharge will instead be transferred to the Blue level along with Chellick and cured.

Commander Chakotay and **Lt. B'Elanna Torres** arrive on the *Hospital Ship* during the negotiations, and later transport the Doctor back to *Voyager*. The Doctor asks

Seven of Nine to run a diagnostic check on his program. He is disturbed that he easily infected Chellick as a means to a greater good, and hopes this ethical decision could be attributed to his interface with the Allocator. This is not the case, however, and the Doctor is left to ponder his behavior.

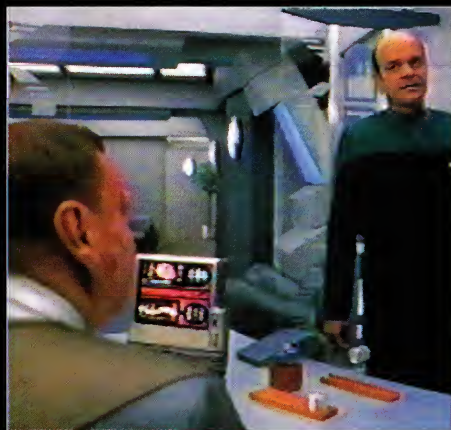
ON SCREEN...



7 Captain Kathryn Janeway continues the search for Gar and the stolen Doctor. She communicates with a number of diverse aliens in order to find the trader.



8 The Doctor is surprised to find an old lady in Tebbis's bed. He is further shocked to be told by Dr. Voje that the young man has died.



9 The Doctor is integrated with the Allocator and posted to the Blue level in an effort to ensure that he follows HOSPITAL SHIP procedure.



10 The Doctor infects Chellick with the disease that caused Tebbis's death. The Allocator is tricked into registering the administrator as the dead boy.



11 Commander Chakotay and Lt. B'Elanna Torres transport to the HOSPITAL SHIP to retrieve the Doctor. He has successfully negotiated a new order with Chellick.



12 The Doctor discusses his behavior with Seven of Nine. She reassures him that he infected Chellick for the benefit of all patients aboard the HOSPITAL SHIP.

STARSHIP FACTS

Each patient taken to the *Dinaal Hospital Ship* is assigned a Treatment Coefficient (TC) rating that determines their social status and the level of medical treatment that they are to be offered.

In addition to the Red and Blue levels aboard the *Dinaal Hospital Ship*, there is also a White level, which the Doctor is shocked to learn is the designation for the morgue.

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Bio-dampeners
The Hansens hide from the Borg

The Kobali
Life after death

The path to Pregnancy
An almanac of imminent motherhood

Lt. Richard Castillo - Time's Hero
Tragic promotion in a temporal rift

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Sanctuary of a starship captain

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THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 20



THE UNITED FEDERATION
OF PLANETS

PREGNANCY ACROSS THE GALAXY

The diversity of species throughout the Galaxy presents an array of taboos and medical challenges surrounding one of the most ancient of life's challenges — the reproductive cycle and procreation.

The primary biological imperative of any terrestrial life form is to reproduce itself and ensure the continuation of the species. This applies with equal force to the myriad intelligent species in the known Galaxy, who fulfill this most ancient of survival instincts in a number of different ways.

In the highly ritualized **Capellan** tribes of the **Alpha Quadrant**, medical intervention is not welcomed, as the Capellans believe very firmly in the survival of the fittest. If an expectant mother or her offspring are weak enough to require medical aid, then in the eyes of Capellan society they are unfit to live. A further deterrent to medical intervention is their law that any man who touches a Capellan woman

to whom he is not related faces instant execution. Capellan women are therefore attended in birth only by the elder women of their tribe. The tall, powerful Capellans usually give birth quickly, and within hours of birth are capable of vigorous physical exertion without apparent discomfort.

Coming to term

A normal **Klingon** pregnancy is 30 weeks as opposed to the 36 of a Terran pregnancy. Severe dizziness and intermittent collapse are characteristic of the early stages of a Klingon pregnancy, as is an uncharacteristic elevation of mood. The debilitating physical symptoms soon pass, and Klingon women continue their usual activities, quite unimpeded, until shortly before the offspring's birth. Their

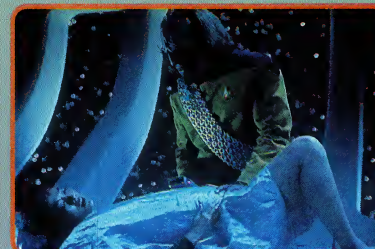
emotional stability is another matter. The volatile characteristics of the Klingon temperament are exacerbated by the hormonal surges of pregnancy, causing mood swings of a catastrophic intensity, and frequently irrational behavior.

The short-lived **Ocampa** humanoids of the **Delta Quadrant** reproduce only once in their nine-year lifespan. Usually at the age of around four or five, the Ocampa female enters the developmental phase called the **elogium**, where she develops an adhesive on her hands to ensure that the male stays in place for the six-day mating that is required. She also develops the **mitral sac** on her back, where the baby will be developed. Ocampa women give birth standing up, in open-backed gowns



◀ **Trouble**
Dr. Leonard H. McCoy has immense difficulty helping the feisty Capellan Elen through the final stages of her pregnancy.

▶ **Sad loss**
The child conceived by Kiroc — Captain James T. Kirk — and Miramanee in 2268 sadly dies along with its mother.



◀ **Helping hand**
Lt. Worf must assist Keiko O'Brien in the birth of her daughter during a shipwide crisis aboard the U.S.S. ENTERPRISE NCC-1701-D in 2368.

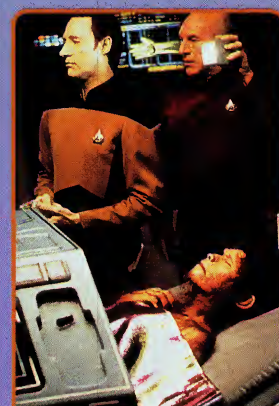
so that the father and other birth attendants can access the mitral sac.

Unusual side effects

Bajoran mothers have to endure a pregnancy of five months, during which the expectant mother is afflicted with uncontrollable sneezing and back pain. Other common side effects are swollen ankles, insomnia, and a rash on the back of the legs. Traditional Bajoran births are attended by a midwife, the father, and several close friends and family members, who are



▶ **Alien birth**
The crew of the U.S.S. ENTERPRISE NCC-1701-D free a young spaceborne alien from the body of its dead mother in 2367. expected to play musical instruments in a regular and soothing pattern. This music, and the spiritual trappings of the birthing chamber, induces the state of relaxation which is essential if the mother is to give birth. Using controlled breathing techniques and soothed by the ambience, the mother then enters the relaxed state which facilitates a painless labor.



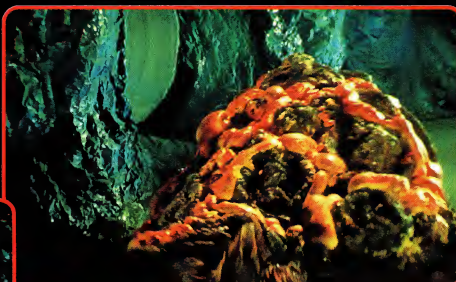
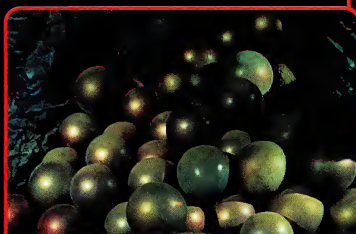
◀ **Strange alterations**
Nurse Alyssa Ogawa is radically transformed by Barclay's Protomorphosis Syndrome, but her unborn child is unaffected.

CHILDREN OF TOMORROW

Oviparous intelligent life forms

Not every intelligent race in the Galaxy is mammalian, nor do they necessarily reproduce by internal gestation. Many intelligent species, such as the reptilian **Gorn**, reproduce by laying eggs and leaving them to incubate externally. Perhaps the most unusual example of this kind is the **Horta** of **Janus VI**, a silicon-based life form which, when first encountered, deviates so much from the standard life form readings that its eggs are tragically misidentified as nodules of mineral deposits by a mining colony, and processed for raw materials. This causes the parent to retaliate, leading to the deaths of several miners, until personnel from the **U.S.S. Enterprise NCC-1701** can establish communications.

▶ *The Horta's sole purpose in life is to ensure the safety of the eggs that comprise the next generation of her species.*



◀ *The Horta eggs are contained within a large chamber referred to as the Vault of Tomorrow.*



GALAXY FACTS

- ▶ In Bolian folklore, if a pregnant woman gives birth near a warp core, it is said to improve the baby's disposition.
- ▶ A massive and intricate network of blood vessels connects Bajoran women and their developing fetuses. This renders surgical intervention, or any delivery other than the traditional Bajoran birth, an extremely hazardous procedure for mother and child, and is to be avoided if possible.

For Terrans, and the majority of other humanoid species, medical developments have made pregnancy and childbirth, once arduous and life-threatening conditions, comparatively routine. Unless a mother-to-be is stranded somewhere without access to medical facilities, then the most common source of complications is likely to be if the parents are of differing humanoid species.

With the expansion of the humanoid genome throughout the Galaxy, interbreeding between intelligent species has become more



The Guide to the STAR TREK Galaxy

FILE 7 CARD 20



PREGNANCY ACROSS THE GALAXY



▶ Bajoran births are always conducted in an atmosphere of calm and absolute serenity.

▶ The women infected with the Teplan Blight pass the disease to their children.

commonplace. This may initially seem biologically implausible, but the revelation in 2369 that most humanoid species in the known Galaxy have a common ancestor which seeded genetic material throughout the Galaxy, explains how many disparate species have been able to mate. Some hybrid matings appear particularly felicitous; human-Ktarian offspring, for example, are sufficiently commonplace that the few neonatal difficulties that regularly occur, such as **hemocytchemic imbalance**, are well documented and easily corrected, in this case by osmotic pressure therapy.

Cross-breeding

Not all combinations are genetically viable, of course, and some mixes have more difficulties than others. Bajoran-Cardassian

hybrids, while usually successful pregnancies, face social stigma due to the fact that Cardassia occupied Bajor; hybrid offspring are regarded as a reminder of that ordeal, and have little status either on Bajor or Cardassia. Klingon-Romulan hybrids are also usually successful, although again, because of the strained relationship between the two belligerent species, the children are seldom accepted by either society. Romulan-Vulcan offspring are not uncommon, the two races being comparatively recent offshoots of each other, although Romulans have apparently drifted sufficiently far genetically from Vulcans that Romulan-human pregnancies are comparatively easy to bring to term. By contrast, Vulcan-human embryos are seldom viable, and even



those that are frequently require medical intervention.

Klingon-human pairings seldom successfully conceive, and when a rare pregnancy does occur, hybrids are more difficult to being to term successfully, often requiring medical intervention at the genetic level. In this instance, the Klingon genes predominate, with offspring displaying some prominent Klingon traits even if there is only one Klingon ancestor for several generations.

Gene domination

Human genes appear to predominate in human-Betazoid matings, with the offspring's telepathic abilities being greatly diminished from those of the Betazoid parent. Kazon-Cardassian hybrids have also been recorded, with the Cardassian genes being apparently dominant. It has been theorized that both Ocampa-human and Ocampa-Talaxian matings would produce viable offspring, although this has not yet been demonstrated.

One potential source of conflict in hybrid pregnancies, of course, is cultural rather than biological. If misunderstandings arise between parents – as occurs between Betazoid Ambassador Lwaxana Troi and her Tavnian husband Jeyal, who wishes to take their unborn son and raise him in seclusion away from his



▶ Ocampa pregnancies require the mother to stand during birth in order to free the baby from the mitral sac.



▶ The Doctor provides the best possible care for Ensign Samantha Wildman during her lengthy pregnancy.



▶ Q and his female counterpart conceive a child by pressing their fingers together in a moment of brief passion.



▶ Lt. B'Elanna Torres and her husband Lt. Tom Paris conceive a child together in 2377.

mother and other females, according to Tavnian custom – then more than merely medical intervention becomes necessary. Fortunately, with the enlightened state of most Federation species, this kind of diplomatic incident seldom occurs.

With the discovery of new civilizations in the Gamma and Delta Quadrants, further vistas of multicultural diversity will open up. Humanoid species will continue to reproduce and thrive throughout the Galaxy, each new culture cross-fertilizing and enhancing others, hopefully in a spirit of fellowship and cooperation, rather than the paranoid suspicion that has blighted so much of history.

BABY BOOM

Unusual gestation

One of the more bizarre interspecies matings occurs in 2365, when Counselor Deanna Troi of the U.S.S. Enterprise NCC-1701-D is unwittingly impregnated by a noncorporeal life form in the energy being's attempt to learn more about human life. Within two days, Troi has gestated and delivered an apparently healthy baby boy. Her offspring, although appearing to have a similar hybrid genetic pattern to that of his half human, half Betazoid mother, continues to grow at a phenomenally accelerated rate. Troi's son, named Ian Andrew Troi after his grandfather, possesses intelligence and perceptions far beyond those of any normal child, and, at the physiological age of eight, though chronologically only a few days old, chooses to leave the ship when it becomes known that he is emitting a form of radiation that endangers the entire vessel.



▶ Troi is overwhelmed at the birth of her son, despite the strange nature of his swift conception.

▶ Dr. Katherine Pulaski is amazed at the increased rate at which Deanna Troi's pregnancy develops.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 173

THE KOBALI



OTHER GROUPS
AND RACES

The Kobali are an advanced and peaceful spacefaring race. Their most amazing technology is reserved for providing their race with a future: the ability to bring the dead back to life as a means of procreation.

The Kobali of the **Delta Quadrant** are an honorable race who treat their offspring with love, respect, and dignity. The means of producing these children, however, is unique among all the races of the Galaxy.

The Kobali have light blue skin. Their faces are somewhat elfin, with high cheek bones and pointed ears. Their smooth, bald scalps rise to a gentle point at the rear of their heads. Their skulls are ridged, and a smattering of dark blue spots follow these ridges. These continue down the neck and divide to each side of the chest. The race benefits from multi-sphered, six-lobed brains, and a binary cardiovascular system. They also appear to have an extra sensory ability that alerts them when another Kobali is nearby.

Unique

A number of intriguing details of Kobali society are known. The society is divided into close-knit family units. There is not much variety in the

standard diet — the staple meal is a gray, apparently quite tasteless paste, as richer foods take on a more metallic taste to Kobali taste buds. The race's language is complicated; the **Federation universal translator** is unable to interpret it. The word "**Vyk'tiote**" literally means "crumpled dance," and is used to describe a certain kind of spatial wave phenomenon.

The Kobali possess an

advanced level of technology, and they are particularly expert at technical problems involving warp travel. Their space vessels are orange and squared off; the larger examples have side prongs not unlike a **Klingon Bird-of-Prey**, together with an elongated prow and snub nose, while the smaller shuttles have a flattened-out stern and two bow prongs. Both have onboard sensors that are able to



Ensign Lyndsay Ballard is unrecognizable to the crew of the U.S.S. VOYAGER NCC-74656 in her new physical form.

▶ Qret is eager to return home with his daughter Jhet'leya, but finds that Lyndsay's memories are raising hard issues.



detect weak points in other vessels and target them accordingly.

Second lives

The race's most distinctive technology is one which logically must

have been developed by the race's founding father: the ability to reanimate corpses. The Kobali are apparently unable to reproduce naturally, so they use this technology to provide future generations.

Usual Kobali practice is to bring the deceased found floating in space aboard one of their vessels and revive them in a stasis chamber. They explain to the reanimated individual what has happened, though often the frightened being

A CHANGE FOR THE BETTER?

The ties that bind

U.S.S. *Voyager* NCC-74656 crew member Ensign Lyndsay Ballard dies on an away mission in 2374. She is buried in space, and wakes up to find herself on a Kobali ship. She is given a Kobali name, Jhet'leya, and placed with a family to help integration. She spends two years with her new people, but the lure of her past life is too strong. She steals a shuttle to go in search of her former starship.

Ballard makes contact with *Voyager* in mid-2376 and manages to convince the skeptical crew of her real identity. The transition back is very hard for the young officer, who must pick up the shattered pieces of her human life. She offsets the experience with humor, but she faces constant reminders of her Kobali experience, such as the metallic taste when she eats formerly favored desserts.

The ensign initially resists the overtures of her Kobali father, Qret, when he tracks her to *Voyager* and asks her to return with him. Her resolve is worn down by the obvious fondness he displays for her, his mention of her Kobali sister, Tynsia, and the problems she has had since returning. She realizes she has changed in too many ways, and so she reluctantly bids farewell to her *Voyager* family and returns to her Kobali life.

▶ Jhet'leya is an especially beautiful Kobali.



▶ Lyndsay and Ensign Harry Kim discover they are still strongly attracted to each other.

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SEE OTHER FILES...

STAR TREK: VOYAGER....File 71

Race	Kobali
Species	Humanoid
Quadrant	Delta
Homeworld	Unknown

Characteristics Light blue skin with colored ridges mottled with a darker blue cresting at the back of a hairless head. More ridges extend from ears down the sides of their chest.

Culture Complex, poetic language. Tight family units.

Technology Advanced warp travel ability. Unique regenerative procreative practice of reanimating corpses.

Starship Log STAR TREK: VOYAGER 'Ashes to Ashes'

GALAXY FACTS

- ▶ Kobali military officers wear full-length black uniforms with gray vests over the top.
- ▶ The defenses of Starfleet vessels are modified to successfully repel an attack by one *Kobali Vessel* following a detailed examination of the enemy craft. A single Kobali ship is able to quickly muster a larger force, however.



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 173

THE KOBALI



OTHER GROUPS AND RACES

▶ **Captain Kathryn Janeway welcomes the Kobali Lyndsay Ballard back aboard *Voyager* once her identity is confirmed.**



▶ The display screens aboard the stolen KOBALI SHUTTLE reveal advanced warp technology.

▶ **Qret's attempts to reunite his runaway daughter with her Kobali family seem futile at first.**



▶ **The Doctor's scans reveal that he can alter Ballard's appearance, but she will remain Kobali inside.**

▶ **Lyndsay Ballard dreams of her funeral aboard the U.S.S. VOYAGER NCC-74656. All of her friends bid her a final farewell into space.**



▶ **Qret appears in Lyndsay's nightmare beckoning her back to her Kobali family where she is much loved, cherished, and missed.**



▶ **Lyndsay cannot reconcile her disparate identities, and chooses to return to the Kobali. She recognizes that she no longer fits in with the crew, despite their affections and kindness.**



refuses to believe it at first. They are shown visuals of their corpse in its burial chamber as evidence.

New strands

The race then spend months altering the DNA of the revived humanoid. They turn them into Kobali with constant injections of a genetic pathogen that converts DNA into a Kobali protein structure. The resulting biochemical changes affect every system in the individual's body, leaving very little of their original DNA. The process cannot be reversed, although advanced medical procedures can render superficial physical changes to restore the person's original appearance. This requires twice-daily injections of an **inaprovaline** compound.

The Kobali have no ethical problems with

tampering with the remains of another race's dead. They see it as giving a new lease of life to someone who was abandoned by their people and consigned to an eternity in space – a barbaric act in their eyes. The gradual change into a Kobali usually results in extensive memory loss, which makes the transition less painful. Some remember their former lives in far greater detail than others, however, and this can cause problems with integration.

Sense of family

New Kobali are given a local name and placed with a family to help them acclimate. It is unknown by what system this is done – whether there is a roster, for example, or people are placed with others of like abilities and interests. The newcomers are embraced by the family and treated as their own – naturally so, since all of the other family members would have joined their group via the same method.

The fresh recruit is treated in some ways as prisoners at first. They are forbidden to make any contact with their previous lives, known as their **Kyn'steya**, and they are actively encouraged to forget whatever they can

recall. The Kobali also follow a motto: "never harbor anger against those who brought you death, for they gave you a chance to live again."

Community chase

The Kobali view every life as precious, so they are tenacious in instances where one of their adopted kind escapes and goes in search of their kyn'steya. The responsibility for following the escapee and bringing them home falls on the father, who sees the situation as a cherished son or daughter misguidedly running away from home. The chase is kept up over months if necessary, and the pursuers do not hesitate to open fire to disable the stolen vessel.

It is a very difficult thing for people to escape their new Kobali heritage. They are unable to remember large tracts of their former life, and they often lapse into the Kobali language and ways. They have been fundamentally changed, whether they like it or not, and even a determined attitude can do little to compensate.

Outsiders may view the Kobali procreation practises with disdain, but the race has done only what is necessary for it to survive. It continues to flourish.

RETRIEVING THEIR OWN

Reclaimed

The Kobali have a very strong sense of ownership and community and do not allow familial ties to be easily broken. This sense of bonding is so strong that they are willing to do battle to regain one of their own.

The corpse of Ensign Lyndsay Ballard is rescued by the Kobali after being dispatched by the crew of the U.S.S. *Voyager* NCC-74656 and reanimated into their race. Her memory is not wholly cleared, and she tries to return to her people but soon realizes that she feels like a ghost in their presence. Her need to belong returns her to the Kobali before her absence starts a war.



▶ **The third incarnation of Ensign Lyndsay Ballard and the crew are confronted by her Kobali father.**

▶ **The Kobali are so intent on retrieving their own that they are willing to engage in battle with the U.S.S. VOYAGER NCC-74656.**





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 174

THE KOHL



OTHER GROUPS
AND RACES

Five members of a Kohl settlement in the Delta Quadrant use their advanced technology to escape the solar flare that devastates their world in 2353. They are not, however, as fortunate as it first appears.

The Kohl people are an advanced, civilized race who achieve great technological sophistication and a peaceful way of life.

The location of their homeworld is unknown, but during the 23rd century they spread out from this hub, settling colonies and expanding their boundaries.

One of these colonies is established on a world in the **Delta Quadrant**; it is unknown if the Kohl hail from this quarter of the Galaxy, or whether they reached it via prolonged space travel. The planet, when viewed from orbit, appears mainly brown, with wispy white clouds. It supported an estimated 400,000 inhabitants by 2353. The settlement thrived on all the fruits of Kohl knowledge, including such advanced technology

as **warp reactors** and **subspace** emitters. The planet became a major trading center, known to all its neighbors.

Diverse positions

The societal hierarchy consisted of such positions as planner, programmer, and physician. The planner in 2353 was a man called

Viorsa. The people themselves are humanoid, with slightly protruding ridges down the center of their foreheads, and pronounced ridges above their eyes. They have no eyebrows, and their hair is coarse.

The flourishing Kohl settlement was faced with a major catastrophe in that year: an imminent solar flare. It was predicted that this would radically change the planet's weather patterns and precipitate a

Viorsa's image is used as part of a message broadcast to passing starships.



glacial freeze. The people received very little advance warning of the flare, and by that time any attempt at evacuation was prevented by the atmospheric disturbances. The hundreds of thousands of settlers perished as the surface was ravaged by magnetic storms and extreme levels of radiation, along with a dramatic temperature drop.

A handful of people survived by a miracle of



The Kohl settlement located on a Delta Quadrant world is all but wiped out by a deadly solar flare that emanates from the nearby star. Only five survivors remain, contained within a hibernation system that is designed to wake them 15 years later.

Kohl science. Five artificial hibernation chambers were set up in a chamber 2.3 kilometers beneath the surface. These pods vaguely resemble their **Federation** stasis equivalents, and were all connected to a central computer unit.

Survival of the fittest

It is unknown how or why these five people were chosen to survive, but

Viorsa is one of them.

There is also a dark-haired male programmer, and an auburn-haired female physician. They are all intelligent and forthright – model citizens. They were charged with an important mission: rebuilding the settlement when the flare passes and the planet's environmental recovery has begun.

Their pods were programmed to wake them

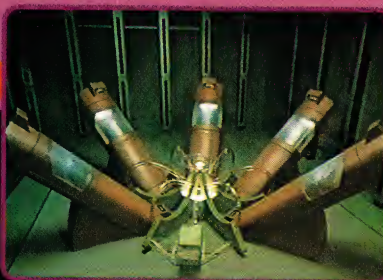
INTERACTIVE STASIS

Mental stimulation

The brains of the five hibernating Kohl are interconnected in a complex sensory system controlled by the central computer. Their minds are kept active and alert in a dream-like state, an artificial environment generated by the computer. It sends a data stream back to each brain.

The termination of stasis is ultimately controlled by the people within the system, who can activate a failsafe recall subroutine when they decide for themselves when it is safe to come out of hibernation. This is facilitated by a subroutine that periodically displays the atmospheric conditions to them. This escape hatch remains available to the Kohl when the 15-year schedule expires, but they are unable to make use of it while in the thrall of the maniacal Fear.

▶ Ensign Harry Kim's efforts to free himself, Lt. B'Elanna Torres, and the surviving Kohl settlers are thwarted at every turn by Fear.



▶ The interconnected hibernation pods are transported aboard the U.S.S. VOYAGER NCC-74656 in 2372.



Designation Kohl
Species Humanoid **Quadrant** Delta
Homeworld Unknown

Characteristics The Kohl are distinguished by a gentle ridge located in the center of their foreheads, and more prominent ridges just above their eyes.

History The Kohl are not native to the sector of space in the Delta Quadrant where their settlement is located.

Environment The Class-M environment of the Kohl settlement is devastated by a solar flare.

Starship Log STAR TREK: VOYAGER 'The Thaw'

GALAXY FACTS

- ▶ The Kohl settlement places a number of communication satellites in orbit. These cease to function when the solar flare strikes
- ▶ The hibernation pods are set at a 40 degree angle, with transparent view ports that allow the face of the occupant to be viewed from outside



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 174

THE KOHL



OTHER GROUPS AND RACES

▶ The hibernation pods have perfectly preserved their Kohl occupants' physical forms.



▶ B'Elanna Torres and Harry Kim meet the three surviving Kohl when they enter the simulation via the pods.



▶ Ensign Harry Kim, the programmer, and the physician watch in horror as Fear asserts his authority in a simulated circus to which he claims reign.



▶ Only three Kohl remain of the original populace after an immense solar flare destroys the Class-M environment they call home.

up. They sleep past their 15-year timetable by some four years. The fault lies in the nature of the computer system. It was designed to be adaptive, to change the environment according to the thoughts and wishes of the five people linked to it. Each of them harbored anxiety about surviving and recovering, and the computer somehow translated these overwhelming feelings into an interactive persona: **Fear**. He was created over months without any of the humanoids realizing.

Altered state

Viorsa and the other Kohl retain the run of the program, but the simulated environment is warped to reflect Fear's image as a malevolent clown. He gains

complete control over the domain, and the power of life and death over the living beings. He has the ability to literally scare them to death; two of the five die during stasis, suffering massive heart failures precipitated by an extended period of neural trauma.

Fear will not let the remaining Kohl go. He knows that as soon as no living mind exists within the system, the simulation will cease to be. He is desperate to retain his existence, so he keeps them captive. They are forced to participate in many of the twisted games and dances that he initiates, and become more traumatized with each passing year. They are nevertheless able to bring a touch of sanity to proceedings. They argue, for example, that newcomers linked into the system should not be hurt, because they will most likely have shipmates who will react by shutting down the program from without.

The crew of the Federation starship **U.S.S. Voyager NCC-74656**

happen across the remains of the Kohl settlement in late 2372. They discover the stasis system and the three survivors, and **Lt. B'Elanna Torres** and **Ensign Harry Kim** use the pods of the two dead Kohl to enter the simulation. They plan to ask the three survivors why they have not exited, but they are also taken prisoner by Fear.

The Kohl regret very

▶ **Viorsa is sentenced to death by Fear when the emotional persona detects his alleged treachery.**



much the fact that the newcomers are taken hostage; they share a guilt that they should not have let this situation develop. They knew that someone would eventually investigate, but they held out hope that they would be able to escape without bloodshed.

No way out

They are able to communicate to the **Starfleet** officers, despite their trepidation, a possible means of defeating Fear. Viorsa suggests at one point a recalibration of the **optronic pathways** – which has nothing to do with the neural interface, but could be used to dismantle the simulation and its characters piece by piece. This fails only when Fear realizes what is happening and executes Viorsa for his part in the deception.

The other two Kohl hostages are eventually rescued in a prisoner exchange negotiated by **Captain Kathryn Janeway**. This is a ruse, however, and the nightmarish simulated world ceases to exist when the last living beings are disconnected from the system. The challenge that faces them is the restoration of the settlement. They will naturally need help to do so – perhaps from their homeworld – but they will ensure that the Kohl maintain a legacy in this sector.

from stasis in 2368, some 15 years later. An automated message was also set up to broadcast the nature of the disaster and the measures they have taken to survive to any passing space craft or

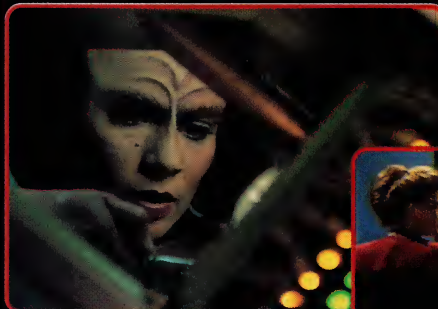
visitors to the planet. Viorsa asks in this that visitors do nothing to interfere with the timetable.

The glaciers duly receded, and the biosphere began to recover – but the Kohl survivors did not wake

APPEAL TO ARROGANCE

Friend to Fear

Fear is aware that he cannot exist without a live humanoid brain whose synapses he can feed from and propagate his will. He dislikes being challenged, but finds that **Captain Kathryn Janeway** of the **U.S.S. Voyager NCC-74656** is an irresistible mind. A delay in Fear's ability to process human thoughts allows a hologram of Janeway to enter the simulation, ultimately shutting it down, and freeing the hostages.



▶ **Captain Kathryn Janeway** appeals to Fear's megalomania by offering to stay with him indefinitely as his partner, in exchange for the lives of the remaining hostages.

▶ **Chief Engineer B'Elanna Torres** escapes the simulation and sets to work on disabling the circuitry of the hibernation pods – they were meant to preserve life, but have instead brought death.





ROLES WITHIN STARFLEET

CHIEF ENGINEER

DUTIES AND ROLE

The Chief Engineers of *Starfleet* must be innovative, highly skilled, and versatile. These impromptu inventors and miracle workers are often the ship and crew's savior — they are authoritative problem solvers in times of crisis.

Starship designs require a large number of complex systems in order to function both safely and efficiently, and are monitored and controlled by highly trained *Starfleet* personnel who specialize in a particular area of expertise. Engineering is one of the most vital areas aboard a starship, generating the power required for every part of the ship, as well as directly operating the drive systems at the heart of interstellar travel. The introduction of the *Constitution*-class starships in 2245 includes the post of chief engineer within its senior command structure, a role that not only includes responsibility for the operation and maintenance of the ship's key systems, but also requires the officer to take command of the vessel if the captain and first officer are incapacitated or killed. The chief engineer is a vital senior member of staff, and this original command structure remains a testament to how highly the chief engineer is esteemed by *Starfleet Command*.

The career path a future chief engineer may follow can be quite varied, and does not always have to be totally dedicated to engineering, although individuals with a greater amount of experience in different energy production and control systems may be viewed more favorably for promotion to this senior level. **Chief Engineer Montgomery Scott** of the *U.S.S. Enterprise NCC-1701* accumulates many years of experience before his promotion, while **Chief**

Engineer Geordi La Forge of the *U.S.S. Enterprise NCC 1701-D* has a much more varied career before being promoted to lieutenant, and assigned the role despite previous reservations over his inexperience by **Chief Engineer Logan** in 2364. Chief engineers are primarily appointed for their engineering skills and knowledge of a vessel's systems, but the role includes a significant amount of personnel management as well as practical work. Regardless of past experience, the role and duties of the chief engineer remain the same on all *Starfleet* vessels with even **Lt. B'Elanna Torres** embracing *Starfleet* protocols when appointed chief engineer of the *U.S.S. Voyager NCC-74656* by **Captain Kathryn Janeway**, in 2371.

Delegation

The majority of the chief engineer's time is spent in Main Engineering, overseeing a team of duty engineers who carry out many of the routine tasks required in the efficient running of a starship's energy production and engines. Chief engineers are expected to have a wide-ranging knowledge of their vessel's systems, but will often delegate tasks requiring a more exhaustive understanding to the appropriate specialist within the crew complement and act on their recommendations. One of the primary roles of the chief engineer is to liaise with the assistant chief engineer and assign duties on a daily or weekly basis, often working out the duty rosters and logs in advance to cover engineering systems that may be required for mission-specific requirements. The chief engineer submits individual crew performance reports on a regular basis, and also recommends individuals for promotion, or to



▲ **Miles O'Brien is a technophile of the highest order, and has achieved high accolades for his innumerable talents.**

be delegated different duties based on their effectiveness within the engineering department. Occasionally, the chief engineer has to carry out disciplinary proceedings on a crew member, or give them warnings about conduct and behavior, with more serious offenses referred to the first officer or captain.

Innovation

Communication between the senior command staff and the chief engineer is vital, with the chief engineer expected to inform the captain of any problems regarding the environmental, power distribution, or drive systems immediately. The status of the warp and impulse engines are particularly important, with the chief engineer often having to improvise solutions to problems under tremendous amounts of pressure. To this end,

▼ **Geordi La Forge holds a highly technical post, but possesses the lateral thinking to create more efficient operations.**



▲ **Montgomery Scott is a legend in *Starfleet*: he is a master of improvisation and has the technical know-how required of a top engineer.**



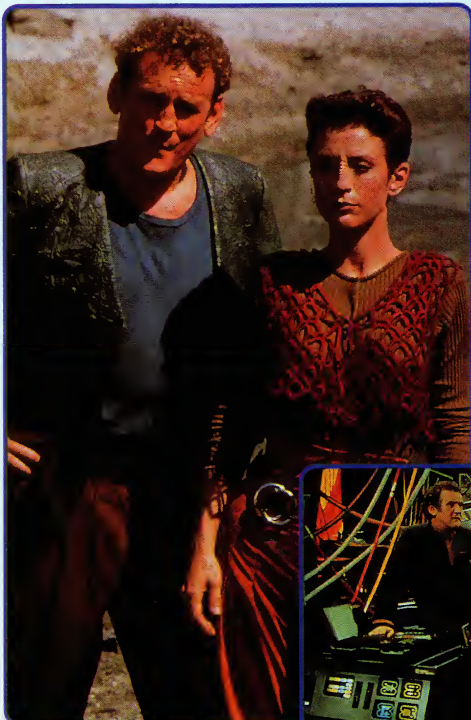
▶ **Chief Engineer Sarah MacDougal serves aboard the *U.S.S. ENTERPRISE NCC-1701-D* throughout 2364.**



▶ **Chief Engineer Argyle oversees warp engine upgrades and the reassembly of Lore aboard the *U.S.S. ENTERPRISE NCC-1701-D*.**



FILE 19 A Guide to FEDERATION STARFLEET



▲ **Away missions are common for the chief engineer; his expert evaluation is mandatory.**

a chief engineer must know the operational systems within his vessel and will carry out continual research on new technologies, materials, and techniques involved in the production and distribution of energy systems. Chief engineers are also expected to have a wide knowledge of non-Starfleet technologies, often having to develop some form of effective link between incompatible systems.

Hands on

Supervision of the primary engine systems is traditionally transferable from Main Engineering to the bridge, giving the chief engineer a regular presence within the primary control area of a starship via the engineering station. This presents a number of screens duplicating information from Main Engineering, allowing the chief engineer to react to a large number of reconfigurable consoles giving detailed information on the **EPS**, **ODN**, and other relay systems, as well as the condition of the warp propulsion and impulse propulsion systems. The master situation monitor can provide further information, with the chief engineer having the ability to make changes to systems and create bypasses around damaged or inoperative components. Under certain circumstances, the chief engineer may also be called upon to initiate and confirm a vessel's auto-destruct sequence, indicating the high level of security entrusted to this position.

The chief engineer will usually miss no opportunity to work on the engineering systems within their vessel, and must have a practical working knowledge of all the tools that are employed within engineering to repair, recalibrate, and scan the myriad components installed within a starship. Access points to the ship's systems are vitally important, and the chief engineer must be capable of identifying the most efficient and safe way of working on



▶ **The chief engineer is the third in command when the captain and first officer are absent or unable to command the bridge. Authority is not a stranger to him.**

▼ **The chief engineer is responsible for making modifications that boost maximum efficiency; he ensures his colleagues are aware of these changes.**



▶ **DEEP SPACE NINE is a high maintenance project – the Cardassian space station must be modified and repaired to Starfleet standards through handover, occupation, and war.**

a damaged or malfunctioning component through the **Jefferies tube** network or other access points. The repair of faulty or damaged systems can often be crucial to a starship's survival, and the estimates of time to restore the malfunctioning component, as well as the coordinated effort to effect the repair, are once again within the role of the chief engineer. Crisis situations often call on the chief engineer



to exceed the safety or design specifications of their vessel, or have the ability to carry out highly complex calculations and convert their hypotheses into a working solution. Knowledge of the real-life practical limitations of components and systems compared to their theoretical boundaries can give the chief engineer the confidence to undertake radical solutions, and is one element of the chief engineer's role that has saved countless starships throughout Starfleet's history.

REBEL ENGINEER

A new beginning

B'Elanna Torres kickstarts her Starfleet career in the inauspicious role of a Maquis rebel. She had abandoned her studies at Starfleet due largely to disciplinary problems, but is reinstated in the field when she and her fellow freedom fighters are absorbed in to the crew of the *U.S.S. Voyager* NCC-74656 in 2371.

When some key members of the crew are killed, Captain Kathryn Janeway enlists the aid of her new first officer Commander Chakotay in deciding who the next chief engineer will be. Torres is finally chosen because of her fierce dedication to her work, her skills in electrical and bio-engineering, and her innovation in problem-solving. Her talents are further recommended by Starfleet Academy's Professor Chapman who claimed she was his most promising and challenging cadet ever.

▶ **B'Elanna proves herself highly adaptable when she undertakes high pressure engineering missions aboard alien vessels.**



▶ **Torres learns to overcome the disparate elements of her character, and grows to consider her crewmates her family.**

SHIP:

U.S.S. ENTERPRISE NCC-1701

FACILITIES:

CAPTAIN PIKE'S QUARTERS

The captain's quarters aboard the *U.S.S. Enterprise NCC-1701* house the most important individual on the ship, and this is reflected in its amenities. Captain Christopher Pike calls this auspicious space home for ten years.

Following its initial launch in 2245 from the **San Francisco Yards** orbiting Earth, the interior of the *Constitution*-class starship *U.S.S. Enterprise NCC-1701* undergoes a number of upgrades in accordance with **Starfleet's** policy of continual improvement. These changes include the captain's personal quarters, with the private facilities enjoyed by **Captain James T. Kirk** from 2263 quite different in design to the vessel's previous commander, **Captain Christopher Pike**. Captain Pike leads the crew of the *Enterprise* on two five-year missions from 2250 until his promotion to fleet captain. The personal quarters provided for Captain Pike may differ in design to Captain Kirk's, but the nature of the rooms stays the same – they combine a place for privacy and relaxation, with all the facilities needed to work and contact the rest of the ship even when off-duty.

Captain Pike's quarters are situated on one of the vessel's main access corridors, with the blue-colored double set of hydraulically operated sliding doors recessed into a thick bulkhead wall. The doorway opens automatically on approach by the captain; other visitors may only gain entrance after knocking on them. A rectangular metallic plaque is mounted to the upper left of the access doorway with the word 'captain' in raised letters, giving a clear visual identification of the quarters to other members of the crew.

The interior of Captain Pike's quarters suggests they are situated within the deck of the vessel and not on an outer bulkhead wall as there are no windows giving a view out to space, and the lighting is entirely artificial. The walls are constructed from light-colored flat plates that are angled to form a roughly circular area, with light projected downward onto them from the ceiling. The upper panels of the main living accommodation are dominated by a large suspended set of interlocking blue colored panels, with a circular void formed in their

middle; the primary light source set above this feature casts curved shadows onto the bulkhead walls in all directions to produce a diffuse illumination within the room.

A large wooden table is located to the immediate left of the main doorway, on which Captain Pike often leaves a handheld communications device used to contact other members of the crew individually. A long rectangular indented section acting as a storage shelf is set into the bulkhead walls to the right of the double doors. It holds a number of the captain's personal belongings, including a decorative sculpture, a series of books, and a metallic folder of daily reports for the captain's attention. A low sofa bed with a black base and thick mattress covered in a gold colored fabric sheet is set directly in front of the shelving unit on a raised plinth. A rectangular pillow, the same width as the bed, rests at the bed's head, directly below a viewing screen set into the wall panel that pulsates from a green to purple color. A swivel chair is situated directly in front of the couch, allowing the captain to converse with other members of the crew in comfort.

Always on duty

A captain's role aboard his starship means that he must always be in contact with his senior officers regardless of duty status, and Captain Pike's quarters include a small audio-visual communications device next to the couch. An oval-shaped casing, held by a narrow metallic flexible support houses a small rectangular viewing screen capable of displaying a color image of the crew member wishing to address the captain. An audible signal alerts an incoming transmission, with the screen activated by pushing a raised circular button to the right of the unit, that also features red and amber-colored indicator lights either side of the display.

Situated at the foot of the couch is a large three-sided casing, with inwardly curving sides.



▲ The busy captain cannot afford to slow his pace, and his quarters' doors open automatically in anticipation of his entrance.



▲ Captain Pike collapses onto his golden sheeted bed, his books and keepsakes within easy reach on the shelves above.

It houses a larger rectangular screen, with three gray-colored spheres supporting a similarly shaped panel directly above the casing's upper surface which is used to display various personal artifacts. The display is arranged in such a way that Captain Pike can clearly see it from a seated or reclined position.

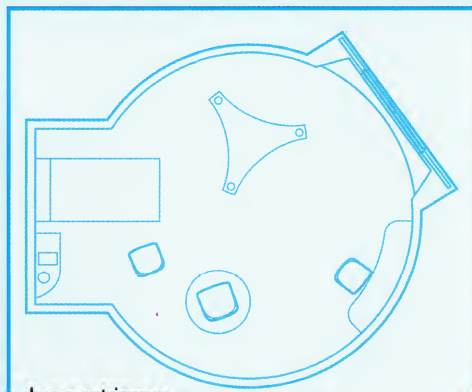
A large raised black command chair is positioned at the other side of the room next to a low wooden shelf on the opposing wall, and while its purpose is not clear, it has a touch-sensitive rectangular lighting unit directly above that illuminates the couch at the other side of the room. Captain Pike's quarters may be much smaller than those enjoyed by subsequent starship captains, but the accommodation offers everything the commanding officer of a vessel such as the *Enterprise* requires.



▲ The captain's bed also serves as a sofa, providing him with a comfortable seating area in his leisure time.



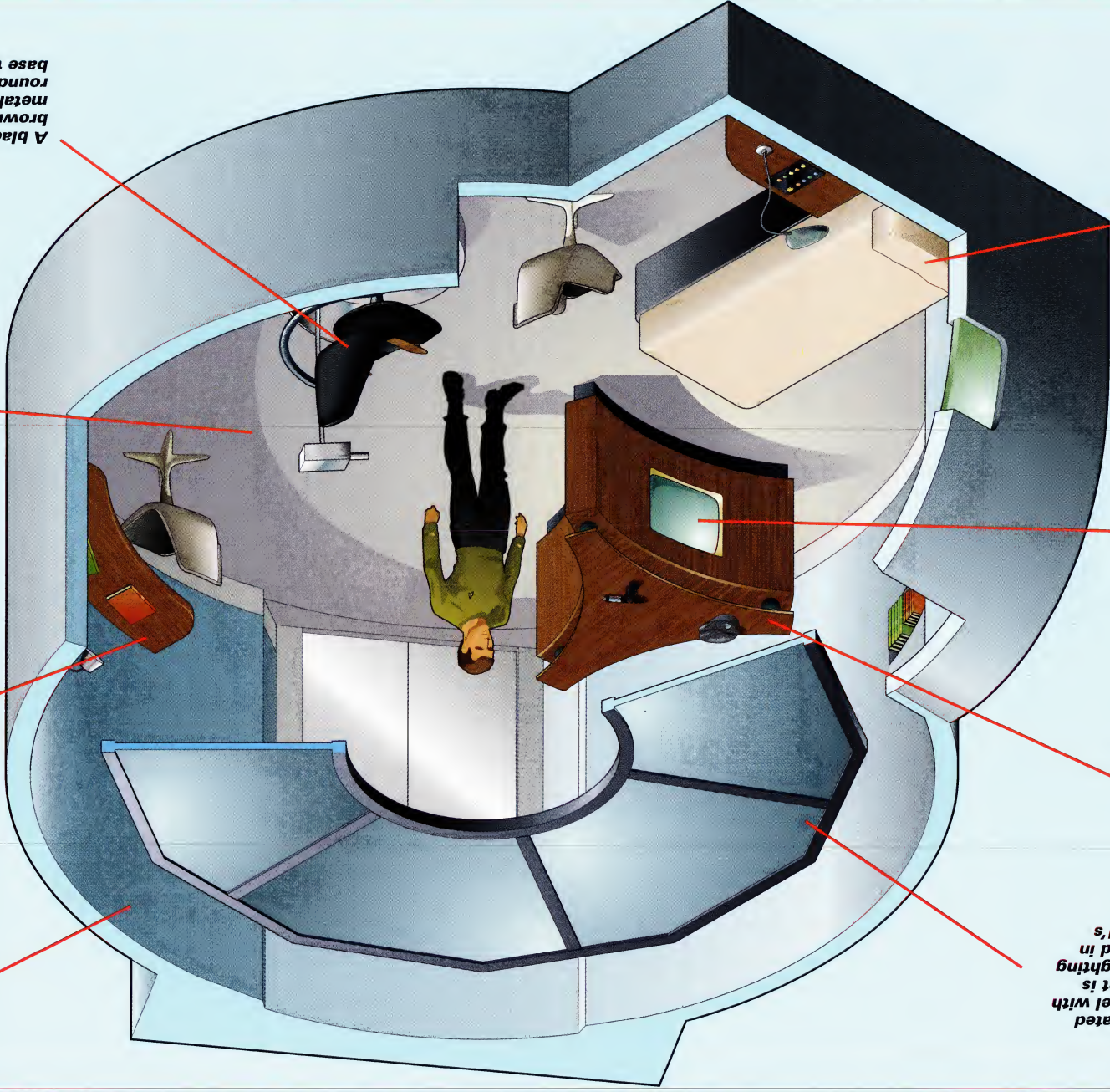
▲ The captain's quarters often double as a private meeting room; Dr. Phillip Boyce is a frequent visitor with words of advice.



Location:

CAPTAIN'S QUARTERS

CAPTAIN PIKE'S QUARTERS



The captain's quarters are illuminated through an octagonal shaped panel with a circular cut-out at its center that is suspended from the ceiling. This lighting scheme is similar to the one found in the U.S.S. ENTERPRISE NCC-1701's briefing room.

This concave-sided triangular shaped piece of furniture acts as a separating device between the door, desk, and the bottom of the bed. The top surface is used to rest such accessories as the captain's rarely worn cap, and a laser pistol.

The captain has a viewscreen built into the tri-cornered item of furniture, which faces the sofa bed, allowing him a visual whenever necessary.

The captain's quarters are spartan and multi-functional. In contrast to subsequent captains of the ENTERPRISE, Pike does not enjoy the luxury of a separate sleeping and living room. His bed doubles as a sofa, and the middle casing acts as barrier, showcase, and tabletop.

The accommodation is contained in a circular room that is entered directly from the outside corridor. There are no windows, indicating that the room is located near the center of the deck.

The captain has a narrow brown desk located to the left of the doorway, resting along the wall. It is used for making journal entries and personal correspondence.

The captain's quarters are equipped so that he may mix business with leisure in his private sanctum. As the commanding officer of the U.S.S. ENTERPRISE NCC-1701 crew he must be communicable at all times, even when off duty.

A black upholstered chair with brown armrests sits atop a circular metallic platform, with a matching round guard rail. It swivels on its base to face all parts of the room.



SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

HOLODECK

BRIEFING:

'DIXON HILL' HOLODECK PROGRAM

The 1940's world of gumshoe detective **Dixon Hill**, first visited in the pulp magazine **Amazing Detective Stories** in 1934, is populated by a range of colorful and menacing characters.

Like many **Starfleet** officers, **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D**, and its successor, the **U.S.S. Enterprise NCC-1701-E**, enjoys spending his off-duty time taking part in **holodeck** scenarios. Picard's favored holonovel is a series of adventures based on 20th-century detective stories featuring the character of **Dixon Hill**, in which the captain assumes the title role of a wise-cracking private investigator in a fictional

world populated by a range of diverse and memorable characters. The **Dixon Hill** adventures are so popular that Picard is, on occasion, joined by other members of his crew who, like their captain, appear to relish the opportunity to escape their everyday duties.

During a **Borg** invasion of the **U.S.S. Enterprise NCC-1701-E**, Captain Picard even uses the **Dixon Hill** program to deactivate two **Borg** drones, and acquire vital tactical data.



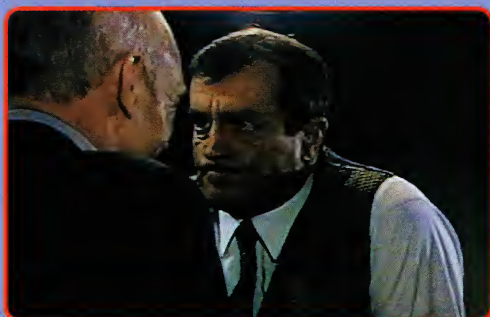
▲ Captain Jean-Luc Picard's favorite holodeck program is the **Dixon Hill** detective stories. It pays scrupulous attention to 1940's speech, fashion, and environment to supply maximum authenticity.

ALVA

Dixon Hill discovers the unseen **Alva** face down in the river in the holonovel '**The Parrot's Claw**.' Her boyfriend put Hill on the case, but he is later implicated in her murder.

BELL

Lt. **Dan Bell** is homicide detective **McNary's** new partner in '**The Big Goodbye**.' He has a gruff attitude, perhaps because his wife gives him a hard time. He interrogates **Dixon Hill** to ascertain if he played a part in the murder of socialite **Jessica Bradley**, as his card was found in Bradley's purse.



▲ Lt. **Dan Bell** clashes with **Dixon Hill** during an investigation into the suspicious death of **Jessica Bradley**. The two men are clearly at odds with each other.

BARTENDER

The bartender of a ritzy night club in Chapter 12 of '**The Big Goodbye**' novel tells **Dixon Hill** that **Nicky the Nose** has not frequented his establishment in months.

▶ The bartender tells Captain Picard - in the guise of **Dixon Hill** - that **Nicky the Nose** has not been in the bar in months, leading the captain to realize that he has selected the wrong chapter.



BENDER



Tough guy **Slade Bender** visits **Dixon Hill** in order to kill the private dick for reasons unknown, but related to the discovery of **Alva's** body.

◀ **Slade Bender** bursts into **Dixon Hill's** office in an attempt to shoot at him, much to Picard's chagrin; the captain promptly freezes the program before a shot can be fired.

BRADLEY

The wealthy, flirtatious socialite **Jessica Bradley** contacts **Dixon Hill** in '**The Big Goodbye**' because she fears that someone is trying to kill her. Possible suspects include her husband, her step-daughter, or possibly a lover. It may also be local villain **Cyrus Redblock**, who believes that she is in possession of an unspecified item that he desires. Unfortunately, Bradley is found to have been murdered before the private detective can investigate any of the suspects.



◀ **Jessica Bradley** is a fabulously wealthy and beautiful societal dilettante. She has many suitors, as well as a number of enemies who accessorize her extravagant and shady lifestyle.



CARLOS

Carlos is the name **Lt. Commander Data** uses in the holodeck. **Dixon Hill**, alias **Captain Jean-Luc Picard**, adds that he is from South America in order to explain his 'tanned' appearance.



▲ **Lt. Commander Data** uses a cover story to avoid bringing attention to his android origins in the **Dixon Hill** holoprogram.

CRUSHER

Dr. **Beverly Crusher** joins **Captain Jean-Luc Picard**, **Lt. Commander Data**, and **U.S.S. Enterprise NCC-1701-D** officer and historian **Whalen** in the holonovel 'The Big Goodbye.'

▶ **Dr. Beverly Crusher's** glamorous role in the **Dixon Hill** holoprogram is a far cry from her traditional position as the **U.S.S. ENTERPRISE NCC-1701-D's** chief medical officer.



CUZZO

The unseen **Jimmy Cuzzo** kills a man named **Marty O'Fallon** in 'The Parrot's Claw.' He would never have been apprehended for the murder without the testimony of **Dixon Hill** and **Rex** the barman, so he is hell-bent on revenge.

GLORIA

Gloria is played by **Guinan** when she joins **Captain Jean-Luc Picard** on the holodeck – after considerable difficulty getting into her dress. Gloria is a stylish lady with money. She passes herself off as **Dixon Hill's** cousin, and pushes her way into his office to keep an appointment. There she finds herself being held at gunpoint, along with Hill, by the desperate **Johnny**.



▲ **Guinan** accepts **Captain Jean-Luc Picard's** invitation to join him in the holodeck, but finds the costume somewhat ill-fitting.

HILL

Dixon Hill is a San Francisco private investigator and serial womanizer. He is well-known to the local police and criminal underground. He works for a fee of \$20 per day plus expenses, although there are patches where work is thin on the ground, and he has trouble paying the rent and his secretary. He frequents **Rex's bar**, and the occasional trendy nightclub, drinking neat scotch. He was a childhood hero of **Captain Jean-Luc Picard**, who assumes the role of Hill on the holodeck.

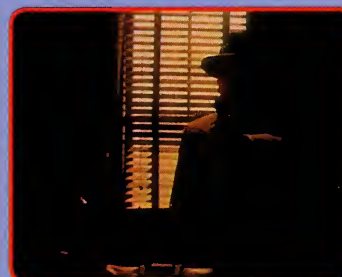
▶ **Captain Jean-Luc Picard** invites **Lily Sloane** into the **Dixon Hill** holoprogram in an effort to thwart the **Borg** who have invaded the **U.S.S. ENTERPRISE NCC-1701-E**. **Sloane** is amazed at the environment she enters.



▲ **Captain Jean-Luc Picard** ably fills the shoes of fictional private investigator **Dixon Hill** in the holodeck programs of the same name.

JOHNNY

Johnny invades **Dixon Hill's** office and holds him at gunpoint. He is on edge, and very concerned about some money Hill apparently stole from him. He obviously has a lot of enemies, as he is gunned down through Hill's office window.



▶ **Johnny** foolishly positions himself beside the window in **Dixon Hill's** office, providing an easy target for an unseen marksman.

LAPINSKI

Lapinski – also referred to as "Haircut" – is known by **Rex**, the owner of **The Parrot's Claw**, as being of a terribly nervous disposition. **Rex** is feeling as nervous as Lapinski as he and **Dixon Hill** wait for **Jimmy Cuzzo** to appear.

Delta Quadrant Ships:

Encountered by the U.S.S. VOYAGER NCC-74656

AKRITIRI CARGO VESSEL

During the course of their investigation to absolve **Lt. Tom Paris** and **Ensign Harry Kim** in the terrorist bombing of an **Akritiri** recreational facility by a group named **Open Sky**, the crew of the **U.S.S. Voyager NCC-74656** encounter an **Akritiri Cargo Vessel** crewed by just two personnel. The ship is powered by **paralithium**, and traces of **trilithium** – which was used in the bomb – are detected. The two occupants object in no uncertain terms to the **Starfleet** crew boarding their vessel, so **Captain Kathryn Janeway** orders them to be transported to *Voyager*, and their vessel tractorbeamed into the shuttlebay.

STARSHIP LOG: 'THE CHUTE' [VOY]



▲ The **AKRITIRI CARGO VESSEL** is a tool of the **Open Sky** terrorist group.



▲ The male crew member threatens to cut the throats of any visitors.

AFT VIEW

VENTRAL VIEW

STARBOARD VIEW



Lt. Tom Paris and **Ensign Harry Kim** are sentenced to serve time on the immense **Akritiri Prison Ship** after being convicted of the terrorist bombing of the **Laktavian recreational facility** on the Akritiri homeworld in 2373. Conditions in the prison are incredibly harsh, with inmates fitted with implants to increase their violent tendencies. Escape is impossible without the aid of a starship, as the only exit is via a chute from which food is supplied to the prisoners.

STARSHIP LOG: 'THE CHUTE' [VOY]



▲ Conditions within the **AKRITIRI PRISON SHIP** are brutal. Prisoners are left unsupervised, and violence is rife.

AKRITIRI PRISON SHIP



Delta Quadrant Ships: Encountered by the U.S.S. VOYAGER NCC-74656



AKRITIRI VESSELS

PORT VIEW



DORSAL VIEW

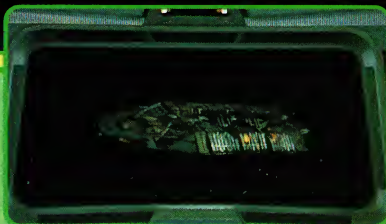


▲ The **AKRITIRI VESSELS** open fire on the **U.S.S. VOYAGER NCC-74656**.

The Akritiri government elect to inpond the **U.S.S. Voyager NCC-74656** in 2373, after **Lt. Tom Paris** and **Ensign Harry Kim** are falsely accused of terrorist activity. The Akritiri send two armed vessels to escort the **Federation** starship into custody, but **Captain Kathryn Janeway** orders her vessel to retreat from the area.

STARSHIP LOG: 'THE CHUTE' [VOY]

ALIEN FREIGHTER



▲ The unidentified alien freighter has been savagely attacked by the Swarm.

The alien freighter discovered by the crew of the **U.S.S. Voyager NCC-74656** has been attacked by the **Swarm**. It is heavily damaged, and its propulsion systems are non-functional; **Lt. Tom Paris** describes the vessel as looking like it has been "pounded on for days." Only one life form – an adult male – survives the attack, but he later succumbs to his injuries in *Voyager's* sickbay, inspite of **Kes's** best efforts to save him.

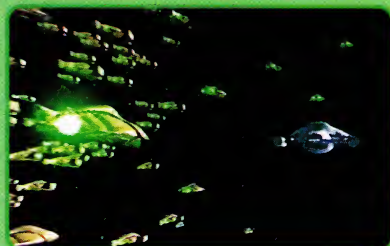
STARSHIP LOG: 'THE SWARM' [VOY]



▲ The sole surviving occupant perishes in the **U.S.S. VOYAGER NCC-74656's** sickbay.

The **Swarm** are a collective of thousands of small ships that use **interferometric pulses** to link all the vessels together. **Swarm Vessels** are capable of clamping onto the hulls of alien starships that pass through their region of space. The **U.S.S. Voyager NCC-74656** defends itself from the Swarm by destroying one vessel, resulting in a chain reaction that obiliterates several others.

STARSHIP LOG: 'THE SWARM' [VOY]



▲ Innumerable **SWARM VESSELS** close in on the **U.S.S. VOYAGER NCC-74656**.

DORSAL VIEW

STARBOARD VIEW



SWARM VESSEL

Lt. Richard Castillo

Lt. Richard Castillo joined the *U.S.S. Enterprise NCC-1701-C* crew as helm officer. Little did he realize that he would eventually command the ship in a decisive battle that shapes the future of the Federation.

The dashing young helm officer of the *U.S.S. Enterprise NCC-1701-C* is Lt. Richard Castillo. He appears to be in his early thirties, tall and handsome, with curly brown hair and brown eyes. He has a relaxed and charming manner, and no doubt is as popular among his fellow crew members as he is trusted by his commanding officer, **Captain Rachel Garrett**. Virtually everybody addresses him by his last name; the few exceptions to this are his mother and some close friends, who call him Richard.

Trusted

Castillo was lucky to get a posting on the *Enterprise*, particularly at this early point in his career, as it has always been a vessel with a lot of prestige. The ship conducted mainly scientific and exploratory missions in a time of peace for the **Federation**, but occasionally the lieutenant was called upon to pilot the

Enterprise into battle.

One of these rare occasions developed when the starship answers a distress signal from the **Klingon** outpost on **Narendra III** in 2344. It was under attack from four **Romulan Warbirds**. The *Enterprise* is hopelessly outnumbered, and sustains a devastating catalog of damage. Most of the bridge crew are killed. Captain Garrett is seriously injured, and Castillo finds himself buried beneath a mass of metal girders and fallen panels.

The wrong time

The confrontation does not end there, however. The *Enterprise* is propelled forward 22 years in time by a freak temporal rift created by the intense exchange of fire. There, Castillo and the other 124 crew survivors encounter the ship's successor, the *U.S.S. Enterprise NCC-1701-D*, and discover that the Federation is embroiled in a bloody war with the **Klingon Empire**.

PROFILE ON RICHARD CASTILLO

NAME: Richard Castillo

LIFE FORM: Human male

RANK: Lieutenant

POSTING: Commanding Officer aboard the *U.S.S. Enterprise NCC-1701-C*.

REMARKS: In 2344, a freak temporal rift hurts the *Enterprise* 22 years into the future where Castillo remains the only senior officer alive.

FIRST SEEN: "Yesterday's Enterprise" [TNG]



▲ Lt. Richard Castillo is well liked for his trademark charisma and positive attitude. He exemplifies these qualities in the face of crisis and a dire future.

Castillo is appalled by this future, created by the disruption of the timeline. The Federation has lost more than half of **Starfleet** to the Klingons. It is a very different atmosphere to the utopian, prosperous era in which he was raised. A peace treaty with the Klingon Empire was being negotiated, and there was hope for the future.

Neither can the young

lieutenant quite believe the temporal displacement he has experienced. He realizes he may never see his home or family again, or might not recognize them even if they are still alive. He handles this weight of knowledge well, refusing to allow it to interfere with his duties or sour his usually cheery disposition.

Learning curve

He concentrates on the positive. He absorbs a great deal from his interaction with the future *Enterprise* crew, such as the specifications of **Galaxy-class** vessels and recent improvements to deflector

shield technology. Castillo admits that he has learnt more about tactics in an hour than he did in his entire final year at **Starfleet Academy**. This acquired information might, in any more usual temporal displacement, prove problematic, but the fact is that returning to their own time and the battle with the Romulans will be a death warrant for the 2340's crew.

Teamwork

Castillo coordinates repairs to his vessel with Lt. Tasha Yar from the other *Enterprise*. Between them they manage to

SHARED SELF-SACRIFICE



★ Timing

Lt. Castillo chooses to return to the original timeline accompanied by the temporally displaced Tasha Yar.



★ Talking tactics

Lt. Richard Castillo is made acting captain after Rachel Garrett is killed. He soon finds that his crew of peaceful explorers could greatly benefit from Tasha Yar's tactical expertise.

OTHER CARDS IN THIS FILE...

35 TASHA YAR
64 ENSIGN SITO JAXA

SEE OTHER FILES...

U.S.S. ENTERPRISE NCC-1701-C File 24
STAR TREK:
THE NEXT GENERATION.. File 69



Lt. Richard Castillo



"More time? I think we have all the time we can handle..."

— Lt. Castillo says goodbye to Tasha Yar



A TIMELESS ROMANCE

Love under pressure

Castillo's liaison assignment with the *U.S.S. Enterprise NCC-1701-D* means he spends a lot of time with Tasha Yar. They enjoy each other's company and getting to know one another. Castillo is flirtatious by nature, and Yar appreciates his low-key attentions. He quickly feels comfortable enough around her to ask her to address him by his Christian name, rather than his rank or surname.

Yar falls for the lieutenant, and worries about what will happen to him. The romance develops quickly – but desperate times are often the catalyst for love. The pair share a quiet moment when they first part. Castillo tells her that if she gets back to Earth and sees a man in his late fifties taking a long look across a crowded room, it just could be him.

It is a short-lived parting, as the two *Enterprises* fall under Klingon attack. Castillo assumes command of the *U.S.S. Enterprise NCC-1701-C* when Captain Garrett is killed, and he and Yar say goodbye a second time. This turns into a passionate kiss on the transporter pad as Castillo prepares to beam back to his ship. Even this, however, is not the end for them.



▲ Doomed lovers

Richard, as he is only called by those closest to him, and Tasha share a passionate embrace, expressing their new found love.

★ Fresh acquaintance

Castillo is given the tour of the *U.S.S. ENTERPRISE NCC-1701-D*'s lounge by Tasha after his release from sickbay.



★ New postings

Acting Captain Richard Castillo quickly realizes that Tasha Yar's skill as a tactical officer surpasses that of any of his crew.

★ Technical repair

Castillo enlists Lt. Tasha Yar to make modifications to his *ENTERPRISE* despite its effects on the timeline.

★ Fighting chance

Castillo is a peaceful explorer; he learns more about the art of war in a few hours with Tasha than in a year at Starfleet Academy.

restore minimal shields and the forward **phaser** banks, though the **warp drive** and **photon torpedoes** require further work. The lieutenant is made official liaison by Garrett, who is confined to sickbay. The fact that he is selected for this role indicates the faith his captain has in his abilities.

Joyless promotion

Castillo stoically receives the news that his *Enterprise* is returning to the battle. It is virtually a death sentence, but **Captain Jean-Luc Picard** of the future *Enterprise* has reason to trust in the special awareness of **Guinan**, his **El-Aurian** bartender, to changes in the timeline. Castillo understands that though he and the rest of the crew may be facing a no-win situation, the Klingons prize honor above all else. Even their deaths may prevent the war raging in the future.

The lieutenant's leadership and interpersonal abilities are placed in sharp relief when a Klingon attack kills Captain Garrett on the bridge before her ship can make the journey back. He is the one surviving officer. He realizes he will have limited support from ops, no tactical officer, and reduced staff in engineering – but Castillo maintains that his crew are good people willing to do their best.

His determination is evident in his avowed intention to take the *Enterprise* back and finish the battle, unless Picard orders him

★ Taking command

Castillo's determination and dedication inspire his remaining crew with the will to face down the Romulans.

otherwise. He encourages his remaining staff and they respond to him. He knows what they have been through, and he inspires them to work as a team with him.

Worthy addition

Castillo takes with him an additional crew member – Lt. Yar, who requests a transfer to act as his tactical officer. Her stated reason is the fact that Guinan tells her that she died an empty death in the true timeline, so she feels there is a certain logic in making her death count for something. Her real reasons may involve being at Castillo's side. The lieutenant resists her presence – he knows they are going back to die, and he wants her to live on and be happy. He cannot ignore, however, the need for her presence.

It falls to Richard Castillo to command the *Enterprise* in a battle that will allow history unfold as it should. The *U.S.S. Enterprise NCC-1701-D* provides covering fire to let the older ship escape into the rift and return to 2344. Some of this *Enterprise's* crew, including Yar, are later captured by the Romulans, but the final fate of the courageous Castillo is unknown.

Gul Lemec

Gul Lemec, like many of his Cardassian colleagues, is a hard-nosed patriot. He is confident of extracting a valuable territorial concession from the Federation in 2369 — but he meets his match in Edward Jellico, captain of the *U.S.S. Enterprise NCC-1701-D*.

The post-war relationship between the Federation and the Cardassian Union is not an easy one, and never more so than in the years between the armistice in 2367 and the establishment of a formal treaty in 2370. In 2369, the Cardassian forces withdrawn from occupying the Bajoran Sector are redeployed along the Federation border, while three divisions of ground troops are mobilized and internal subspace communications increase by 50 percent.

The Federation interprets these moves as Cardassian preparations to seize one of the disputed systems along the border, and sends the *U.S.S. Enterprise NCC-1701-D*, under the temporary command of Captain Edward Jellico, to meet with a Cardassian representative in open talks. That representative is the tall, thin-faced Gul Lemec, commander of the *Galor*-class warship *Reklar*.

The main stumbling block in the talks, according to Lemec, is the Federation's refusal to vacate disputed territories along the border that are "clearly"

Cardassian. This is despite the fact that Cardassia gave up its claim to the worlds when it signed the armistice. Lemec argues they have been pursuing negotiations in this area with good faith; whether he actually believes this is a moot point. He attempts to pass off the gathering warships as nothing more than routine training operations.

Negotiator

Lemec, like any Cardassian, wishes to establish a dominant position in any conference situation. He relinquishes, however, the security of home turf and agrees to meet with Jellico — a seasoned negotiator when it comes to the Cardassians — in the *Enterprise* observation lounge.

He is incensed when Jellico keeps him isolated and waiting for over an hour, describing such treatment as a deliberate insult to the Cardassian Union. He is quick to anger, especially when placed on the back foot. He finds Jellico hard work, as the *Starfleet* captain continually cuts him off mid-sentence and adopts

PROFILE OF GUL LEMEC

NAME: Gul Lemec

LIFE FORM: Cardassian male

RANK: Gul

SHIP: Commands the *Galor*-class warship *Reklar*.

RESIDES: Alpha Quadrant

REMARKS: Wily, ambitious, savvy. Seeks to facilitate Cardassian domination.

FIRST SEEN: 'Chain of Command' (TNG)



Gul Lemec is an ambitious military officer eager to expand the borders of the Cardassian Union; his arrogance and embellishments lead to his failure.

a stern, non-conciliatory approach from the outset. The reason for his indignation is very probably that Lemec does not like having his own negotiating style thrown back at him.

Wielding control

The forceful gul keeps an admirably calm demeanor in the face of Jellico's deliberately provocative behavior. He is placed in a position where every small concession seems like a

major victory, but he is not particularly concerned by this. He is able to maintain a thin veneer of politeness because of two factors. The first is that in his own mind he feels he has come to negotiate a Federation retreat from the border, not to be dictated to by a mere Starfleet captain. The second is that he has a secret and very valuable bargaining tool.

Lemec's trump card is knowledge of a Starfleet

guerrilla team's illegal incursion into Cardassian space, and he plays it with guile. He brings up the point almost in passing, and simpers that he, of course, does not believe the story. He also alludes to the fact that Captain Jean-Luc Picard is leading the team. He is quite entitled to be smug at this revelation, which catches his Starfleet opponent off-guard. He triumphantly suggests a recess to allow the full weight of his bombshell to sink in.

Lemec ensures he is kept informed of the latest developments, which include the capture of Picard. He presents to

★ Bridges

Gul Lemec addresses Captain Edward Jellico with pomp.



★ Envoy

Gul Lemec agrees to continuing negotiations regarding the border dispute aboard the U.S.S. ENTERPRISE NCC-1701-D.



CUNNING COMMANDER

★ Intense

Gul Lemec commands the Cardassian GALOR-class warship REKLAR with an iron-fist. He relishes his station, and wields his authority from the bridge with strategy, tenacity, and thinly veiled ambition.



OTHER CARDS IN THIS FILE...

- 1 GUL DUKAT
- 2 GARAK
- 3 OTHER GULS AND CARDASSIAN OPERATIVES
- 6 ENABRAN TAIN

SEE OTHER FILES...

THE CARDASSIANS.....File 13

STAR TREK:

THE NEXT GENERATION...File 69

Gul Lemec

Jellico a **PADD** containing Picard's verbal statement that he is on a Starfleet special operations mission. He cannot, however, resist embellishing the details. His claim that the team killed over 55 men, women, and children works against his credibility, as the *Enterprise* officers know Picard would never condone such an operation.

Gul Lemec is nevertheless in control of the situation at this point, and his knowledge of this fact is betrayed in his body language. He stalks around the room like a cat, couching his statements in reasonable terms and platitudes. The high ground is his because he can threaten Picard with execution as a terrorist. The protection of the long-established **Seldonis IV** convention governing prisoners of war can only be extended if Starfleet admits that Picard's mission was authorized – something the organization is very reticent to do.

Over-eager

Lemec presents the alternative as a complete and immediate Federation withdrawal from the sector. This would dispose the Cardassian Union to release Picard and forget about the incident. He swiftly discovers that his brash confidence is a little misplaced when dealing with Jellico, however, for the captain has a lot of experience with Cardassians. He knows that the gul is simply waiting for a sign of weakness on his behalf to make more demands.

It is Lemec's own vessel, the *Reklar*, that provides a clue to the Cardassian agenda and proves his undoing. Scans reveal minor degradation along the warp nacelles, indicating that the ship has had some contact with a

★ Maltreatment

Lemec taunts the Starfleet officers throughout the talks with the news that Jean-Luc Picard is held captive and being tortured.



★ Safety in numbers

The Cardassians prefer to present a united front against the Federation representatives.



★ Face-off

Lemec leads the Bajoran Sector border negotiations.

★ Trumps

Gul Lemec and his comrades believe they have the upper hand.



"Lemec is a Cardassian, and Cardassians are like timber wolves, predators — bold in large number, cautious by themselves."

— Captain Edward Jellico, a seasoned Federation negotiator, nails Gul Lemec's character.

molecular dispersion field. The nearest source would be the **McAllister C-5 nebula**, just across the border in Cardassian space. The *Enterprise* crew conclude that the spatial phenomenon could hide an invasion fleet for up to 72 hours, and provide a stepping stone to the disputed **Minos Korva System 11** light years away.

Lemec returns to the nebula to rejoin the assembled fleet, confident that his mission has been an unqualified success. He is comprehensively outwitted by the

wily Jellico, however, who orders the discreet seeding of the nebula with **magnetic antimatter mines**. Lemec is incensed when he discovers the *Enterprise* has entered Cardassian space, but his bluster – and the Cardassian position – is undermined when the first of the mines is detonated.

Gul Lemec is a proud man, but he knows when he is beaten. He churlishly asks for Jellico's terms, which are that the Cardassian ships leave the nebula one by one and eject their primary **phaser coils**

before setting course for the nearest Cardassian base. Lemec protests that this will leave the fleet defenseless, but he knows he can do little but agree to the terms, and also obtain the release of Captain Picard. He takes personal charge of the maltreated Picard's transport back to the *Enterprise*.

Lemec's mission could comprehensively be viewed as a failure. The fault is hardly his, but whether the harsh Cardassian system agrees with this assessment is another matter.

PARTNERS IN CRIME

Even odds

Gul Lemec initially comes to the negotiating table alone, but the fact that Jellico brings two officers with him – Commander William T. Riker and Counselor Deanna Troi – prompts Lemec to form an entourage of two of his own aides, Glinn Corak and Glinn Tajor. They have little material involvement in the negotiations, and appear to be present merely to even up the numbers and psychologically balance the talks.



◀ On defense

Gul Lemec takes offense to the lackadaisical hosting style of Captain Edward Jellico.

▶ Leveling

Gul Lemec evens the odds and returns to the negotiations with two Cardassian officers.



FILE 56 HOLODECK BEINGS

Satan's Robot

The evil genius **Dr. Chaotica** surrounds himself with some of the universe's most advanced technologies — and the most incompetent of minions. **Satan's Robot** combines these two qualities into a deadly hunk of walking metal.

Satan's Robot is one of the most terrifying tools at **Dr. Chaotica's** disposal. It stands significantly taller than the average humanoid life form, and is comprised of a cylindrical metal body, attached to which are two extendible arm units featuring grasping claws. These claws are perfectly formed to restrain the arms of humanoid beings, in particular, the shapely form of **Constance Goodheart**, the vivacious secretary of Earth's savior, **Captain Proton**. The lower part of the Robot features two chunky legs that allow it to traverse a variety of terrains at something resembling a slow jog. Both the main body and the extremities feature meticulously placed rivets, proof that the Robot has been sturdily constructed for its duties.

The main body of Satan's Robot displays a number of distinguishing features; located on its torso is a small hatch, which opens to reveal a cavity containing important features in the Robot's operation. Rudimentary features are

located above this panel, including, in the general vicinity of a mouth, a section from which the Robot projects speech. Just above this orifice is a broad strip that seemingly allows the Robot to see.

Necessary evil

Satan's Robot is one of the most vital aspects of **Lt. Tom Paris's 'The Adventures of Captain Proton' holodeck** program, and comes to prominence in the final chapter of '**Satan's Robot Conquers the World.**' In this scenario, the evil **Dr. Chaotica** has captured **Proton's** sidekick, the able **Buster Kincaid**, and **Constance Goodheart**, and taken control of the good captain's **Rocket Ship**, which he plans to use to spearhead his invasion of Earth. Captain **Proton** arrives to save the day, but **Chaotica** has one final chance to salvage his nefarious scheme. The evil genius rates Satan's Robot so highly that he introduces it as "one force in this universe that even you cannot defeat!" **Chaotica** summons the Robot via a wrist communicator, but

PROFILE OF SATAN'S ROBOT

DESIGNATION: Satan's Robot

LIFE FORM: Holographic robot

REMARKS: Satan's Robot exists to do the bidding of **Dr. Chaotica**, which usually consists of grasping the effervescent — and screaming — **Constance Goodheart**.

FIRST SEEN: 'Night' [VOY]

Satan's Robot is a walking hulk of metal designed to instill fear in all who encounter it. It is frequently called into service by the evil Dr. Chaotica.

before it can wreak havoc on **Proton** and his pals, the **Doctor** interrupts the scenario, angry that his holodeck time is being usurped. **Chaotica's** patience can wait no longer, and he orders Satan's Robot to attack — starting with the **Doctor**. Unfortunately, the Robot has no opportunity to display its combat

★ Unforeseen success

Seven of Nine finds Satan's Robot to be a rather unworthy opponent in 2375.

pro prowess in this instance, as the **Doctor** pauses the simulation.

Paris later returns to the holodeck, with **Seven of**

★ Armed and ready

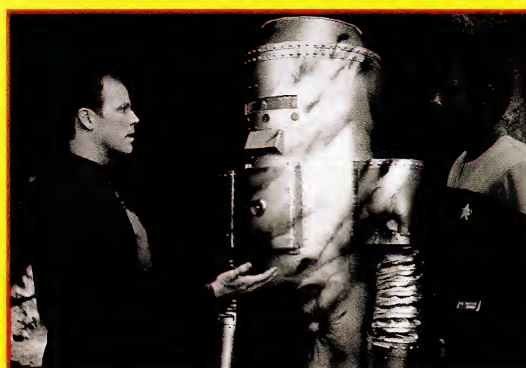
Satan's Robot possesses claws to grasp at anyone who opposes it.



MENACING MACHINE

★ Sole survivor

Satan's Robot survives an attack by photonic aliens in which the rest of its party of henchman — and captive Constance Goodheart — perish.



OTHER CARDS IN THIS FILE...

- 1 THE HOLOGRAPHIC DOCTOR
- 2 PROFESSOR MORIARTY
- 3 THE DIXON HILL PROGRAM
- 6 REG BARCLAY'S CREATIONS

SEE OTHER FILES...

U.S.S. VOYAGER

NCC-74656.....File 29

HOLODECKS.....File 59

STAR TREK: VOYAGER.....File 71

Satan's Robot

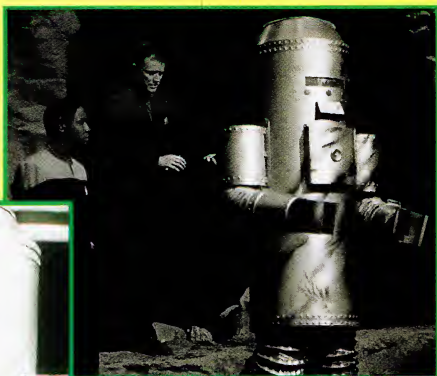
"Citizen of Earth — surrender! Do not resist!" — Satan's Robot



Nine in the role of Constance Goodheart. In this continuation of 'Satan's Robot Conquers the World,' Chaotica has escaped, but has left behind his trusty minion to foil Proton. Paris instructs Seven to keep the Robot occupied while he saves Earth. Seven is momentarily taken aback by the lumbering behemoth before her, as it swings its arms and orders her not to

★ Battle damage

Satan's Robot suffers superficial damage following an explosive encounter with the photonic life forms.



★ Revived fortunes

Satan's Robot seemingly ends its evil ways after it is repaired by Tom Paris — a.k.a. Captain Proton.

★ Objection

The Doctor is unimpressed by Satan's Robot, and the Captain Proton program in general.

resist. Nevertheless, she soon takes action, if not in the strictest sense of the Goodheart character, by pulling open the Robot's chest panel, and yanking on its internal components. The Robot is swiftly disabled — and to prove the point its arms droop limply to the floor.

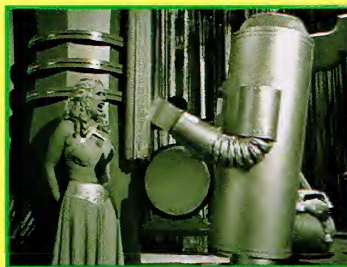
Ready for battle

Satan's Robot plays a far more important role in Chapter 18: 'Bride of Chaotica!' albeit a version of the simulation that plays host to a war between Chaotica and **photonic aliens** native to the **Delta Quadrant**.

When first encountered in this chapter, Satan's Robot stands benignly beside Chaotica's throne in the **Fortress of Doom**, waiting to be issued with an order; the mere sight of the Robot nevertheless leads the captured Constance Goodheart to scream in utter fear. The Robot does not

stumble into action until the program is infiltrated by the photonic aliens, two of which are captured by Chaotica's henchman, **Lonzak**. Chaotica perceives these beings as "invaders from the fifth dimension," and orders the Robot to seize them. Following the execution of one of the visitors, however, the other manages to escape. Chaotica is undeterred, and simply returns to his original plan. It is testament to his trust in the abilities of Satan's Robot that he orders it to deliver Constance Goodheart to **Arachnia, Queen of the Spider People**.

Satan's Robot is unable to fulfill its directive, however, as soon after



★ Instilling the fear of chaos

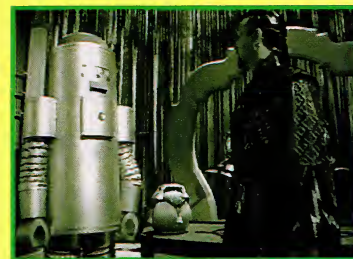
Satan's Robot is a devilishly frightful prison guard — it has a scream inducing presence.

leaving the Fortress of Doom the party of henchmen it leads is attacked by the photonic aliens. By some stroke of luck, Satan's Robot survives, suffering just a few scorch marks and a damaged **vocalizer**, and it is soon returned to operational status by Paris. From this point on, the Robot appears to change its allegiance, and takes to following Paris everywhere; it later watches with apparent disinterest as Dr. Chaotica perishes.

The Robot's time with Paris provides a greater insight into its operations; while it mostly waits to be issued with an order before committing itself to a course of action, it does display an impetuous nature — albeit one that can be stopped with a short, sharp slap from its organic masters. When confronted by one of the photonic aliens it pushes Paris and **Lt. Commander Tuvok** aside in order to attack. A shot from an energy weapon appears to result in pain, accompanied by the plea "Damage! Damage! Require maintenance — help! Help! Help!"

The Robot also has the rather

★ *Your wish is my command*
Satan's Robot is a loyal servant — he is the most resilient and obedient underling.



annoying habit of stating the obvious — such as shouting "intruder alert" when a photonic alien boards Proton's *Rocket Ship* — and repeating the words of others. It is, however, adept at assisting repairs to the *Rocket Ship*'s systems, including the **space drive** and **destructo beam**.

Self preservation

Perhaps most interestingly, Satan's Robot displays evidence of sentience by showing a desire for self preservation; in times of distress or conflict, it flails its arms around wildly, bringing unnecessary attention to itself, and posing more of a target before it can scramble behind whatever rudimentary cover it can find to conceal its bulk.

Following the death of Dr. Chaotica, and Tom Paris's vow to delete 'The Adventures of Captain Proton' holodeck program, it is unknown what fate Satan's Robot ultimately faces. Regardless of this, it will doubtless be remembered as one of the most delightfully inspired villains Earth's savior will ever confront.

BATTLE DAMAGE

Internal components

The chest panel located on Satan's Robot's torso opens to reveal a number of important systems, including a bundle of wires and a resistor tube. These may not appear to be of much significance, but access to this panel allows Tom Paris to repair Satan's Robot following a devastating attack by the photonic aliens. Besides the obvious exterior damage, Satan's Robot has sustained injuries to its vocalizer, and is having difficulties enunciating. Paris swiftly moves in to repair the damaged Robot in an attempt to learn what has occurred on the holodeck, and succeeds by removing the damaged component, cross-wiring a few others, and rapping the Robot over the head.

▶ Why, oh wire!

Satan's Robot's innards are reconfigured to repair his ailing operation.



Magnus Hansen's Bio-Dampener

Magnus Hansen's bio-dampener allows undetected access to the Borg collective over three years. Its protective field renders its wearer undetectable to the drones being observed.

On **Stardate 32611.4** the husband and wife exobiologist team of **Magnus** and **Erin Hansen** receive permission from the **Federation Council** on Exobiology to proceed with their previously submitted petition to observe and study the **Borg**. Despite **Starfleet's** concern over the security implications, the Hansens travel into deep space aboard their research vessel **S.S. Raven NAR-32450** along with their six year old daughter, **Annika**. After eight months of frustration, they finally detect a Borg **transwarp** signature and are subsequently transported to the **Delta Quadrant** in the **Borg cube's** transwarp wake. The Hansens examine the **cube** at close range for three years

before their eventual assimilation, thanks to a number of innovations developed by the scientists including **multi-adaptive shielding** to mask the **Raven**, a narrowly focused **transporter beam** to penetrate Borg shields, and a **bio-dampener** unit enabling Magnus Hansen to operate without restriction or fear of detection inside the huge Borg vessel.

Veiled research

The bio-dampener is a small, portable device that creates a transparent field around the body of the user which simulates the exact physiometric conditions within a Borg vessel. Magnus Hansen is completely encased inside this electronically generated field, the perfect camouflage as Borg



▲ Hansen's bio-dampener is formatted to hide his ever-present PADD while he chronicles the Borg.



▲ The bio-dampener is worn on the upper arm and it creates a transparent field rendering the user undetectable.

sensors do not detect his lifesigns because the frequency of the bio-dampener appears to be exactly the same as the surrounding environment. The sophistication of the bio-dampener's design does not stop there, as the generated field not only allows Magnus Hansen to breathe the atmosphere of the Borg vessel, as well as beam on and off the **Borg cube**, but also permits direct two-way communication with Erin aboard the **Raven**. Audio-visual communications are sometimes affected between the two scientists due to **bioelectric** interference within the **Borg cube**, but the bio-dampener's function is



▲ Magnus and Erin Hansen are the husband and wife team who invent and use the bio-dampener to study the Borg.

BIO-DAMPENER

1 Construction The bio-dampener is constructed of two main parts: the strap and the body. The strap is made of a simple black material. The body is a small flat portable box made of a sturdy brown material. It has two sets of controls, a yellow light, and a square metallic panel.

The dampening field is emitted directly from the mechanism. When the power source runs low, a warning signal is received by a monitoring system on the user's vessel, and the individual is transported to safety.

2 Fitting Magnus Hansen's bio-dampener is worn on the upper arm. Each device must be fitted to its specific user, most importantly to match and mask the individual's signature bio-signs.

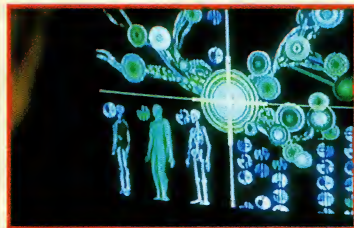
The device is manually controlled with two sets of buttons: the first set of three runs across the top edge, and the second set of three runs down the shortest side.

The bio-dampener is held to the body with the aid of a black strap no wider than six centimeters. This is wrapped around the upper arm, and fixed in place with adhesive ends.



The bio-dampener shields its wearer from the Borg sensors until it runs low on power; it then emits a blue light.

Magnus Hansen's Bio-Dampener

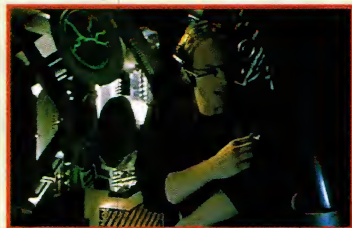


▲ The diagnostic display reveals how the bio-dampener works with an individual's physiology.

not disrupted by the phenomenon, and allows him to carry out his observations undetected. In addition to masking his lifesigns, the dampening field also extends around the **PADD** on which Magnus makes his notes, preventing its electronic signature from being detected by the Borg.

Hidden arms

The bio-dampener is constructed from a lightweight bronze colored alloy. It is a small unit, measuring approximately eight centimeters in total length, six centimeters in height, and half a centimeter thick. The complex internal mechanism is housed inside this tough outer casing that attaches to a wide black material that forms a mounting strap for the unit that is worn outside the upper left sleeve of a tunic around the bicep. Roughly rectangular in shape, the left side of Magnus Hansen's unit has an extruded lip with an inlaid meshed grille toward the device's center. A small indicator bar is located to the right of the unit, incorporating orange colored diodes that flash with an audible electronic signal when the bio-dampener's internal battery supply



▲ Hansen fine tunes his bio-dampener. It sounds an alarm when its power is low, warning to beam off the CUBE.

is about to exhaust itself. The bio-dampener needs to be recharged between missions, posing a limit on the time Magnus can undertake within the *Borg cube*.

During normal operation the dampening field is completely translucent, but when the device's battery begins to run out of charge the field intermittently flashes with a blue color all around Magnus Hansen, alerting him to the fact he has approximately one minute of energy left, after which time he will be exposed to the Borg sensors. The power drain also triggers off an audible alert on the bridge of the *Raven*, warning Erin that her husband must be beamed off the *Borg cube* within the next few seconds. Magnus can compensate for the temporary loss of power to the field by manipulating a control on the device, although he must be prepared to beam off the vessel regardless of how important his observations at that time may be.

Magnus Hansen's bio-dampener proves to be hugely effective for nearly three years, and he is able to relay a huge amount of information back to *Raven* due to the complete autonomy he has aboard the *Borg cube* thanks to this masking



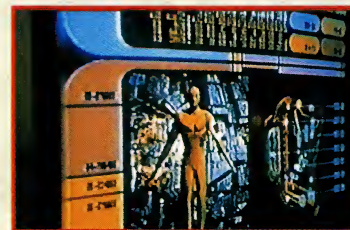
▲ The protective field emitting from the bio-dampener casts a blue light as a secondary warning when its power is low.

system. The Hansens record over 10 million terraquads of data during their mission on all aspects of Borg life, from the behavior and interaction of the drones to cataloguing individuals and following their life cycle.

After rescuing their records from the wreckage of the *Raven* in B'Omar space in 2374, former drone **Seven of Nine** is encouraged by **Captain Kathryn Janeway** of the *U.S.S. Voyager NCC-74656* to study all of the 9000 plus log entries in order to find an advantage over the Borg during an attempt to steal a **transwarp conduit** from a crippled **Borg sphere**; these records include full schematics for the bio-dampener. Seven of Nine harbors great bitterness toward her parents for their over-confidence in dealing with the Borg, blaming their actions on her eventual assimilation. The research she carries out into the Hansen's technological developments is often painful for her, but the discovery of the bio-dampener leads to the **EMH** replicating four units for use in **'Operation Fort Knox.'** Production of the units takes several hours because each device has to be



▲ Lt. Commander Tuvok and Ensign Harry Kim sport their bio-dampeners while searching about the Borg SPHERE.



▲ Each bio-dampener must be tailored to the individual who is wearing it in order for all life signs to be hidden.

tailored to the exact physiology of the individual user so that their life signs can be effectively masked within the Borg vessel.

Custom-sized

The four bio-dampeners manufactured by the **Doctor** are very similar to the original unit used by Magnus Hansen, regarded by the EMH as ingenious, whereas a bitter Seven of Nine will only admit to her parents as being "resourceful" in their technological invention. The main difference between the original bio-dampener and the later versions are in the location of the extended lip, which is now positioned on the right of the unit, and that the device's warning lights flash in sequence continually while being worn. Fully functional and equally successful in hiding their progress through the Borg vessel, the capture of Seven of Nine during the mission to steal the transwarp coil leads to the Borg immediately assimilating information on this technology. This leads to the detection of the other members of the away team who cannot understand why they can be seen as the bio-dampeners appear to be working correctly when examined by the crew.



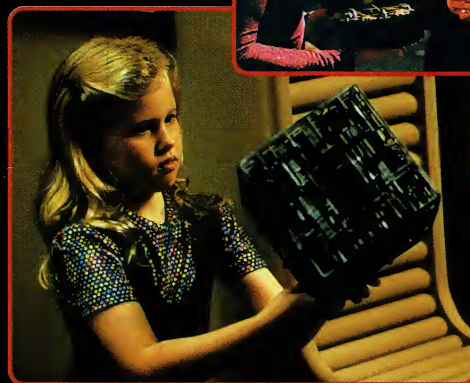
▲ Despite the protection of the bio-dampener, Magnus still cowers in the shadows.

HERITAGE UNCOVERED

Childhood lost

The *U.S.S. Voyager NCC-74656* encounters the wreckage of the *Raven* in B'Omar space in 2374, and Seven of Nine is assigned to delve through research found aboard. Seven learns more about her childhood as daughter of Magnus and Erin, inventors of the bio-dampener, and premier exobiologists. She was only six years old when, on Stardate 32611.4, she was whisked into the Delta Quadrant by a *Borg cube* transwarp wake. Three years later she was assimilated, along with her parents, into the Collective. While recognizing their innovation, Seven cannot forgive her parents for their arrogance.

▶ Seven of Nine expresses to Captain Kathryn Janeway and Commander Chakotay her resentment toward her parents as they delve through the wreckage of the Borg SPHERE.



▶ Annika Hansen holds a model of a BORG CUBE given to her by her parents. She leads a solitary childhood aboard the *S.S. RAVEN NAR-32450* with only her parents and her toys for company over three years observation.





'INSIDE MAN'

"I know you were expecting letters from your friends and families ... but with any luck, you'll be seeing them face-to-face in a few days."

— The holographic Barclay

'Inside Man'

A holographic replica of Lt. Reginald Barclay offers hope of a quick return to the Alpha Quadrant for the crew of the *U.S.S. Voyager NCC-74656*, but all is not as it seems; the crew of a *Ferengi Marauder* have planned an altogether more deadly return for the Starfleet vessel.

Having missed one monthly datastream from **Starfleet** the crew of the *U.S.S. Voyager NCC-74656* are keen that the latest batch of mail is distributed rapidly. The entire transmission, however, consists of a holographic representation of **Lt. Reginald Barclay**. Having being programmed by the real Reg, it is a confident and heroic ideal of himself rather than his true eccentric personality. The crew's disappointment about the lack of mail is tempered by Reg's enthusiastic confidence that it may be only a matter of days before they are reunited with their friends and family.

Voyager is due to pass a red giant star within 72 hours, and Reg explains that scientists in the **Alpha Quadrant** will be creating a phenomenon known as a **geodesic fold** in the vicinity of a similar red giant in their region of space. The result will open a gateway between the two stars through which *Voyager* can pass. Reg brushes aside **Captain Kathryn Janeway's** comment that *Voyager's* shields cannot withstand the passage by mentioning schematics to upgrade them. He is allowed freedom of movement around the ship after borrowing the **Doctor's mobile emitter**.

Borg ingenuity

Seven of Nine's suggestion that **Borg** technology may be applied to *Voyager's* shields for further protection leaves Reg extremely impressed. When he mentions the celebrations planned for *Voyager's* return, Seven proclaims that she will not be attending, as she expects antipathy from humanity. Reg refutes the suggestion, claiming that she is an object of fascination for people on Earth as the only Borg abductee ever to reclaim her humanity.

Back on Earth at **Project Pathfinder** the real Reg Barclay is attempting to deduce why transmissions of his holographic counterpart are being intercepted before they reach *Voyager*. Two datastreams have been lost in the same sector, but because scans show no anomalies **Starfleet** will not send a ship to investigate. Furthermore, they intend to revert to conventional data for the succeeding month's messages. Reg becomes rather fraught, and is ordered to take some vacation time.

ON SCREEN...



1 Ensign Harry Kim and Seven of Nine work furiously in the Astrometrics lab to retrieve a holographic datastream sent from Starfleet in place of the regular mail delivery.



2 Captain Kathryn Janeway is present when the holographic program is activated. She is surprised to be confronted with a replica of Lt. Reginald Barclay.



3 The Doctor is pleased to offer his mobile emitter to Reg in order to allow him to move around the *U.S.S. VOYAGER NCC-74656* unhindered.



4 Reg briefs the senior staff on the plan to bring them home. He assigns each crew member with a specific task, and brands *VOYAGER* "the miracle ship."



5 Reg converses with Seven in Astrometrics. He approves of her proposed Borg modifications, and states that she will be warmly welcomed on Earth.



6 Back on Earth, the real Lt. Barclay is troubled by the failure of his hologram. Commander Peter Harkins instructs him to take some time off work.



'Inside Man'

On *Voyager* the Doctor is concerned that Starfleet's medication to protect the crew from radiation in the geodesic fold is flawed. Despite being allegedly modified, they will provide little more immunity than the standard anti-radiation inoculations. When **Lt. B'Elanna Torres** is preparing to transmit a return datastream to the Alpha Quadrant, Reg adds his preliminary report.

The message is intercepted by a **Ferengi Marauder**, and Reg's report is for them. He has analyzed Seven, and reports the number of **Borg nanoprobes** active in her system. The **Ferengi** plan is to dismantle Seven, and sell her nanoprobes for enormous profit.

Reg interrupts **Deanna Troi's** vacation to confide his problems. He is perplexed by the disappearance of his holographic counterparts, and badly affected by splitting with his girlfriend **Leosa**, who claimed to be a teacher. He relates how he was able to confide in her about his work, and how attentive she was when he did so. Deanna correctly surmises that he has suspicions that Leosa is responsible for his disappearing hologram.

Revelations

Before Starfleet officers, Leosa reveals that she works for a Ferengi, **Nunk**, who is responsible for the disappearance of Reg's holograms, and provides a location for his ship. She also wounds Reg with her revelation of being a **dabo girl**, and brands him as boring, but feeling sorry for him she lets slip Nunk's designs on the nanoprobes.

Reg's holographic counterpart is very popular with the *Voyager* crew. The Doctor, however, receives short shrift when he attempts to have his mobile emitter returned. He is unable to convince Captain Janeway that there is anything untoward about the holographic Reg, but with the crew's safety at stake, he does persuade her to run a diagnostic check-up. No faults are detected.

When the Ferengi initiate their **geodesic pulse** it is traced at Pathfinder, and Reg realizes how the Ferengi intend to obtain the nanoprobes. He also correctly assumes that the Ferengi have sent a modified hologram to *Voyager*, but there appears little chance of stopping the plan, and *Voyager* is unlikely to survive a geodesic fold intact. The solution lies in Reg contacting the Ferengi ship masquerading as his own hologram, and

convincing them to close the fold.

With the Ferengi plan seemingly thwarted, the holographic Reg transports himself and Seven to an escape pod, which transfers through the fold. On arrival, however, it is empty, *Voyager* having transported Seven and Reg back. Reg is deactivated, and there

is much speculation as to his motives.

At Pathfinder, Reg is working on a new holographic representation less susceptible to being waylaid, and it greets the arriving Deanna abruptly. She has come to invite Reg on a double date with **Will Riker** and a friend of his – this time a genuine teacher.

ON SCREEN...



7 The Doctor is concerned that the inoculations to protect the crew from the geodesic radiation are flawed, but Reg is sure they will work perfectly.



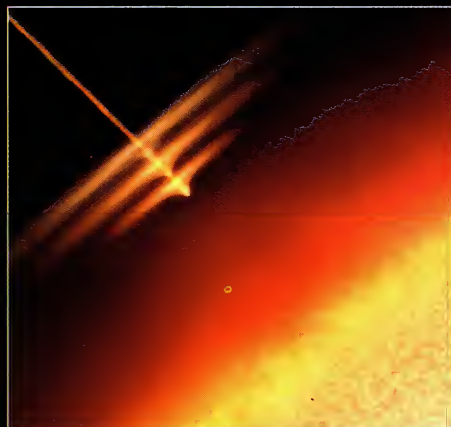
8 The holographic Barclay transmits a message to the crew of a **FERengi MARAUDER** in the Alpha Quadrant. His program has been altered by them.



9 Barclay tracks Counselor Deanna Troi to a beach where she is vacationing. Despite being shocked at him following her, she listens to his concerns.



10 Counselor Troi talks with Leosa, Barclay's former girlfriend who traded his secrets to the Ferengi. She persuades the dabo girl to reveal their plans.



11 The **FERengi MARAUDER** opens the geodesic fold in the Alpha Quadrant that they hope will draw **VOYAGER** through for their own financial gain.



12 The real Barclay impersonates his hologram in an attempt to convince the Ferengi to close the fold. He warns them that Janeway is coming after them.

STARSHIP FACTS

Ensign Harry Kim's efforts to download the holographic datastream result in the **U.S.S. Voyager NCC-74656's** transceiver overloading.

The real Reg Barclay initially believes that his holographic datastream has been intercepted by either the Borg or the Romulans.

The geodesic fold contains three types of radiation that *Voyager's* crew have not accounted for.